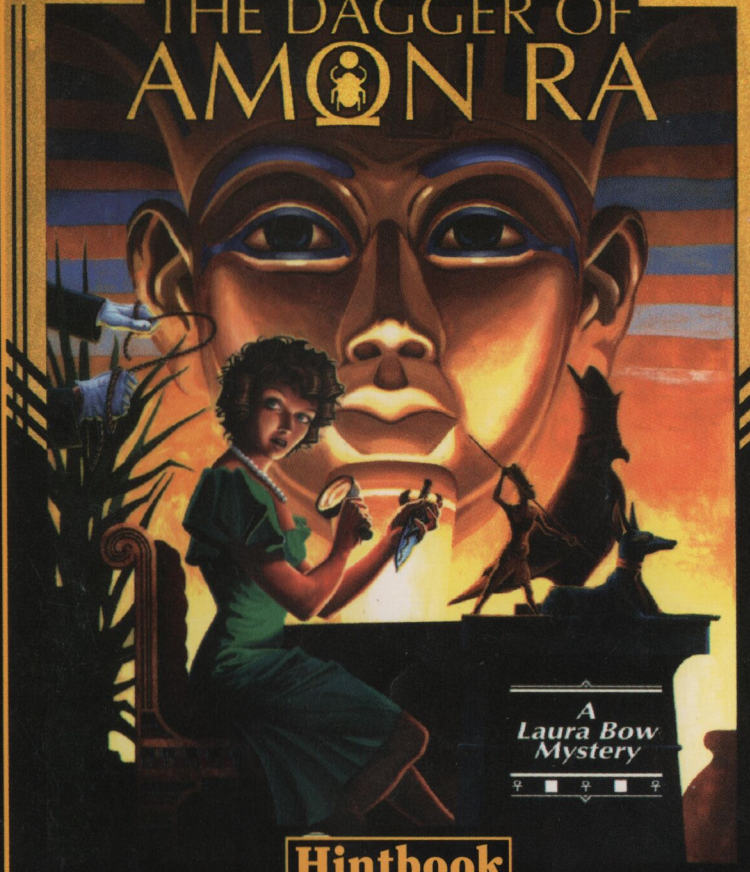
Roberta Williams' Laura Bow in

THE DAGGER OF AMON RA



A Laura Bow Mystery

Hintbook

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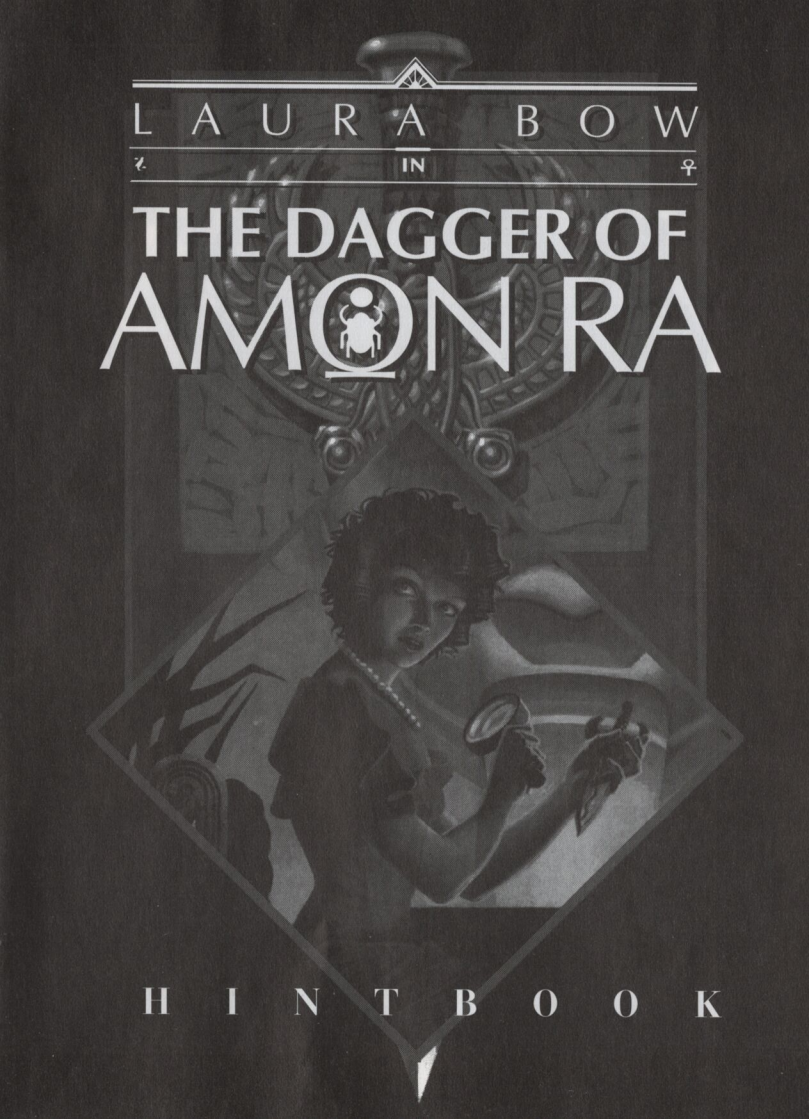
LAURA BOW
IN
THE DAGGER OF
AMON RA
HINTBOOK

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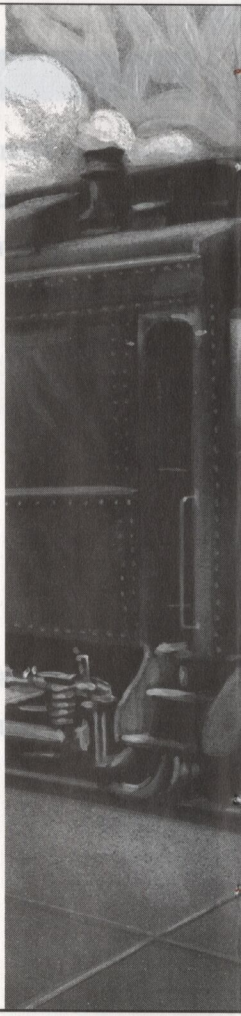
MURDER BY DESIGN

Think you've got the makings of a great amateur detective? Of course you do, otherwise you wouldn't be playing **LAURA BOW: THE DAGGER OF AMON RA**. Then again, here you are reading the hintbook, so maybe those amateur detective skills are NOT quite all they're cracked up to be.

In the pages of this hintbook, we introduce you to another twisted tale of murder and mayhem: "Murder by Design." Here's an opportunity for you to assemble the clues, examine the evidence, and solve a most grisly and unfortunate crime based on ACTUAL events. Loosely based on actual events. Well, all right, based on events that could just as well have been actual, had they, in fact, actually happened, which they have not. Yet.



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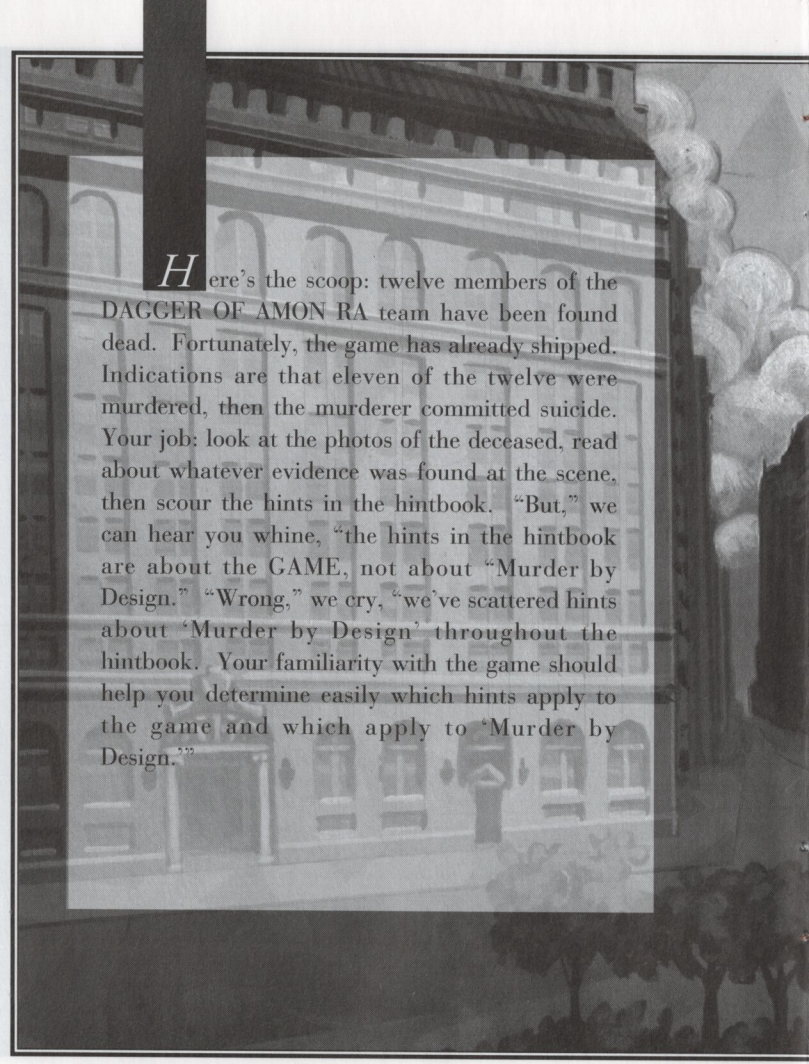
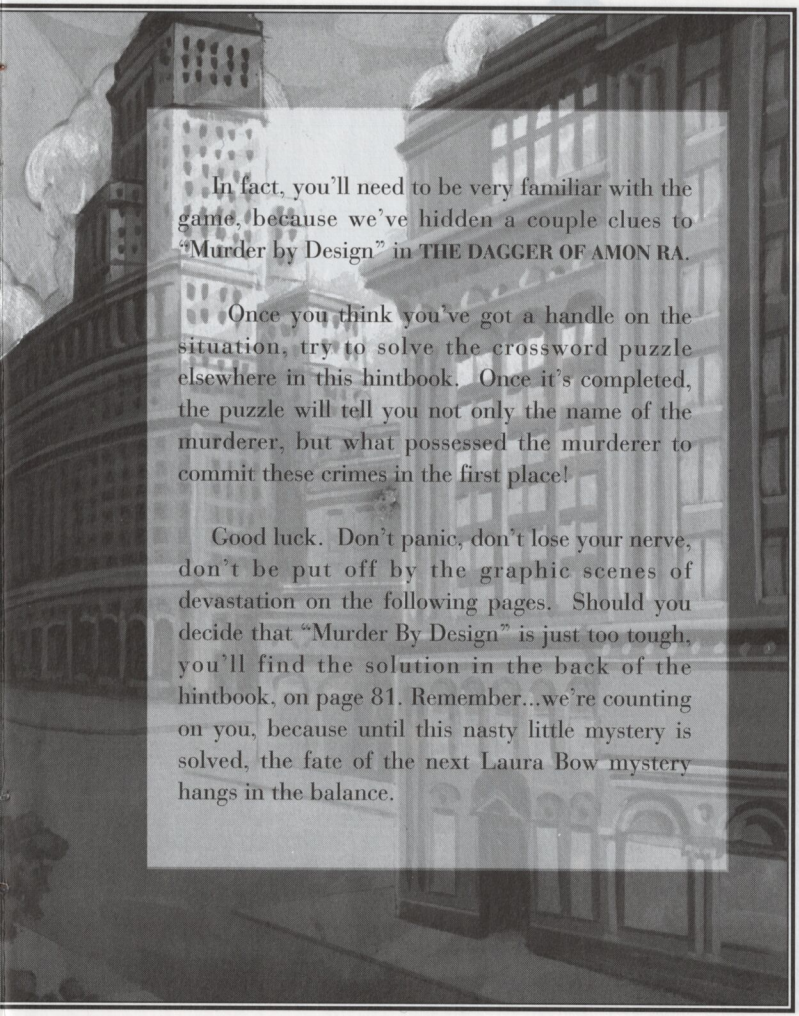


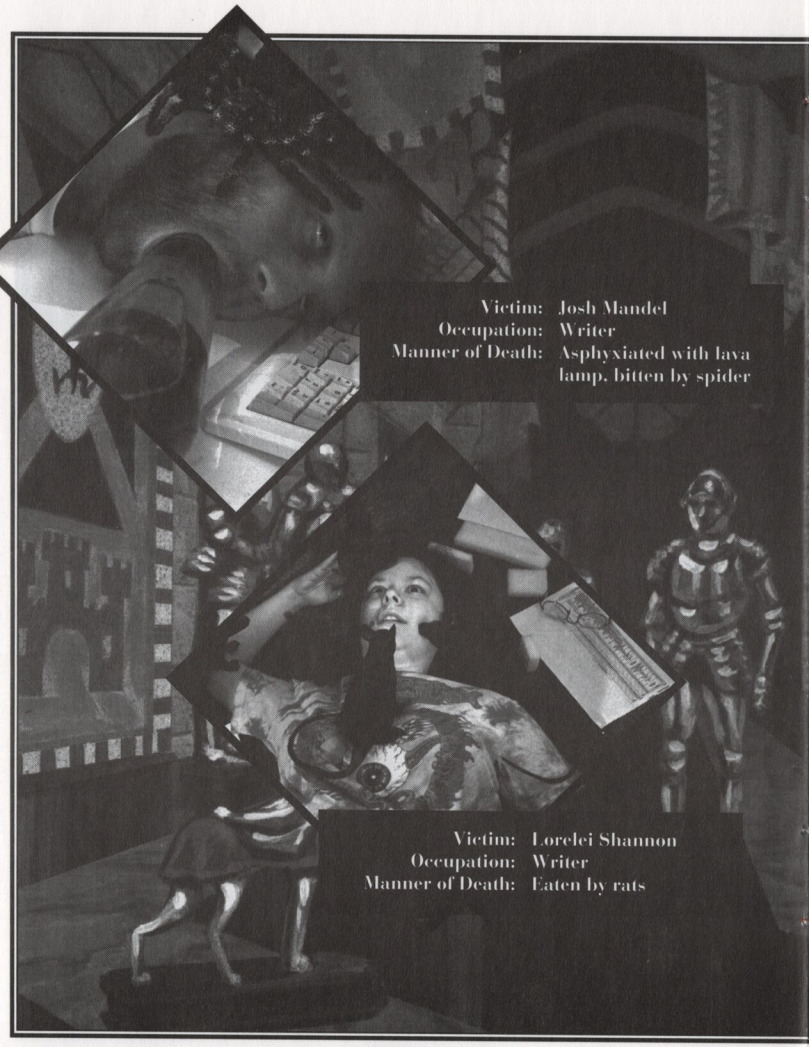
Here's the scoop: twelve members of the DAGGER OF AMON RA team have been found dead. Fortunately, the game has already shipped. Indications are that eleven of the twelve were murdered, then the murderer committed suicide. Your job: look at the photos of the deceased, read about whatever evidence was found at the scene, then scour the hints in the hintbook. "But," we can hear you whine, "the hints in the hintbook are about the GAME, not about "Murder by Design." "Wrong," we cry, "we've scattered hints about 'Murder by Design' throughout the hintbook. Your familiarity with the game should help you determine easily which hints apply to the game and which apply to 'Murder by Design.'"

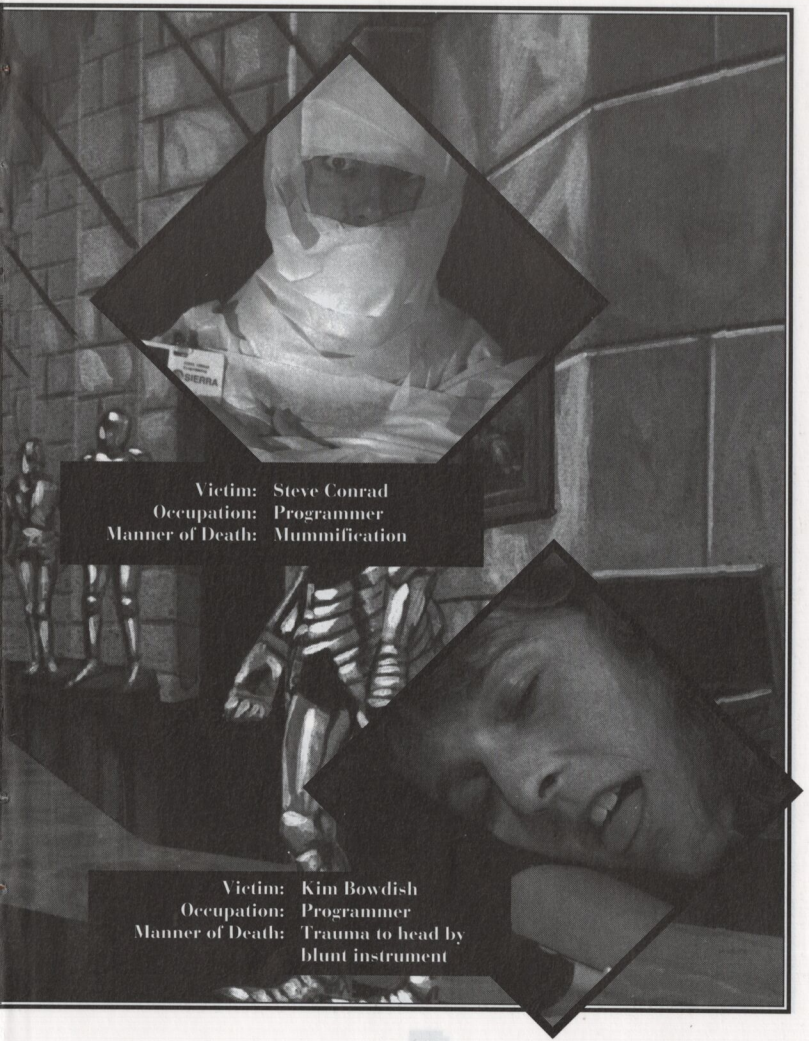


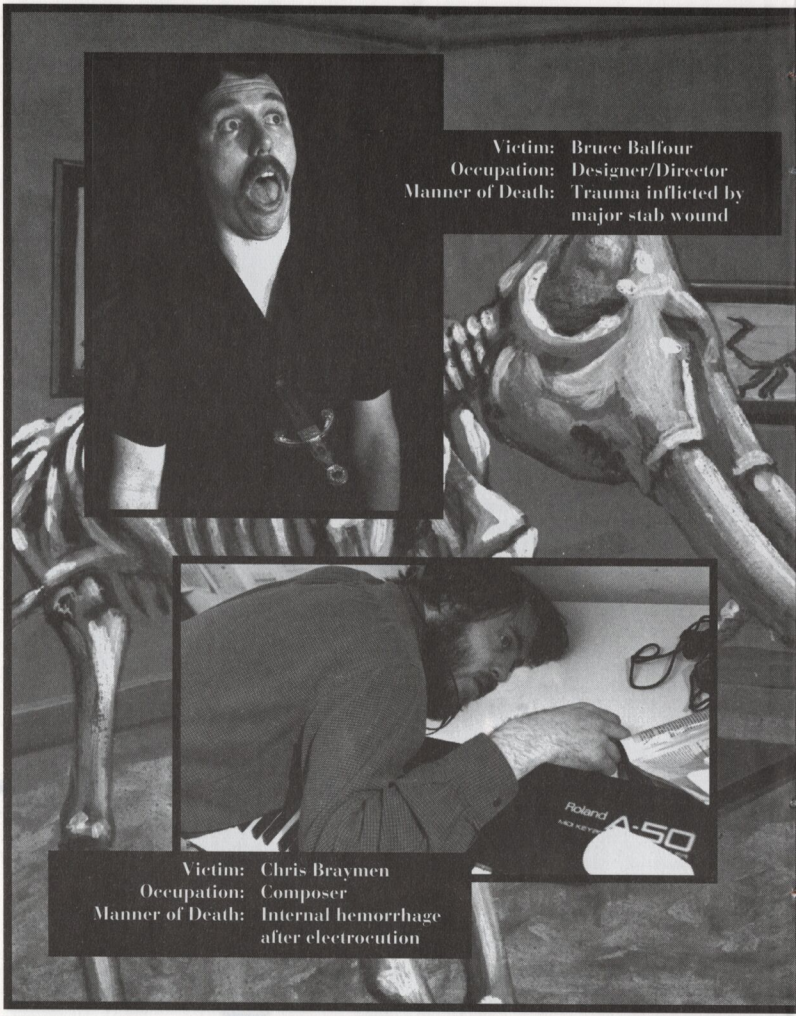
In fact, you'll need to be very familiar with the game, because we've hidden a couple clues to "Murder by Design" in **THE DAGGER OF AMON RA**.

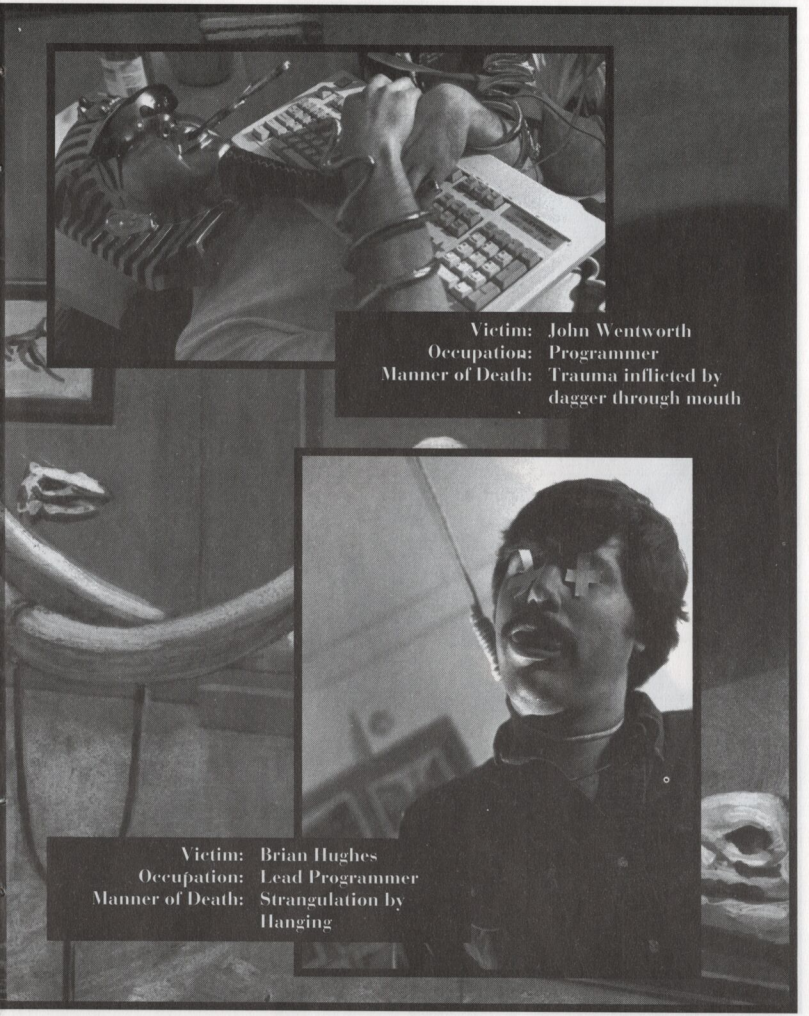
Once you think you've got a handle on the situation, try to solve the crossword puzzle elsewhere in this hintbook. Once it's completed, the puzzle will tell you not only the name of the murderer, but what possessed the murderer to commit these crimes in the first place!

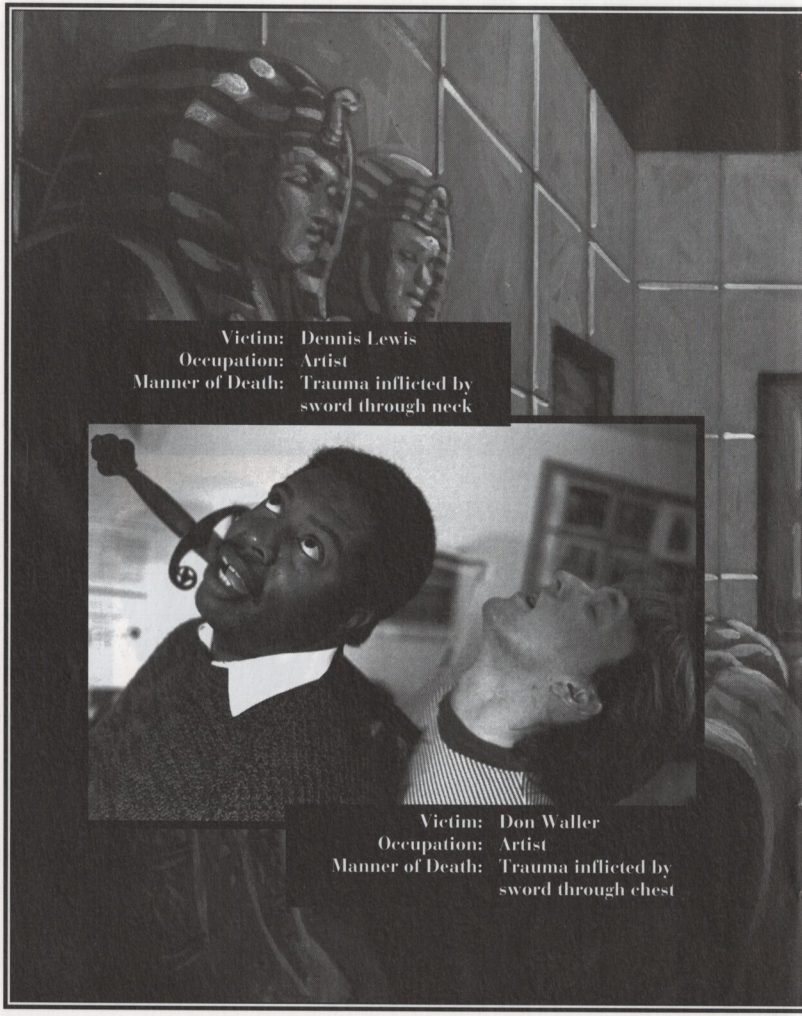
Good luck. Don't panic, don't lose your nerve, don't be put off by the graphic scenes of devastation on the following pages. Should you decide that "Murder By Design" is just too tough, you'll find the solution in the back of the hintbook, on page 81. Remember...we're counting on you, because until this nasty little mystery is solved, the fate of the next Laura Bow mystery hangs in the balance.


Victim: Josh Mandel
Occupation: Writer
Manner of Death: Asphyxiated with lava lamp, bitten by spider
Victim: Lorelei Shannon
Occupation: Writer
Manner of Death: Eaten by rats


SIERRA
Victim: Steve Conrad
Occupation: Programmer
Manner of Death: Mummification
Victim: Kim Bowdish
Occupation: Programmer
Manner of Death: Trauma to head by blunt instrument

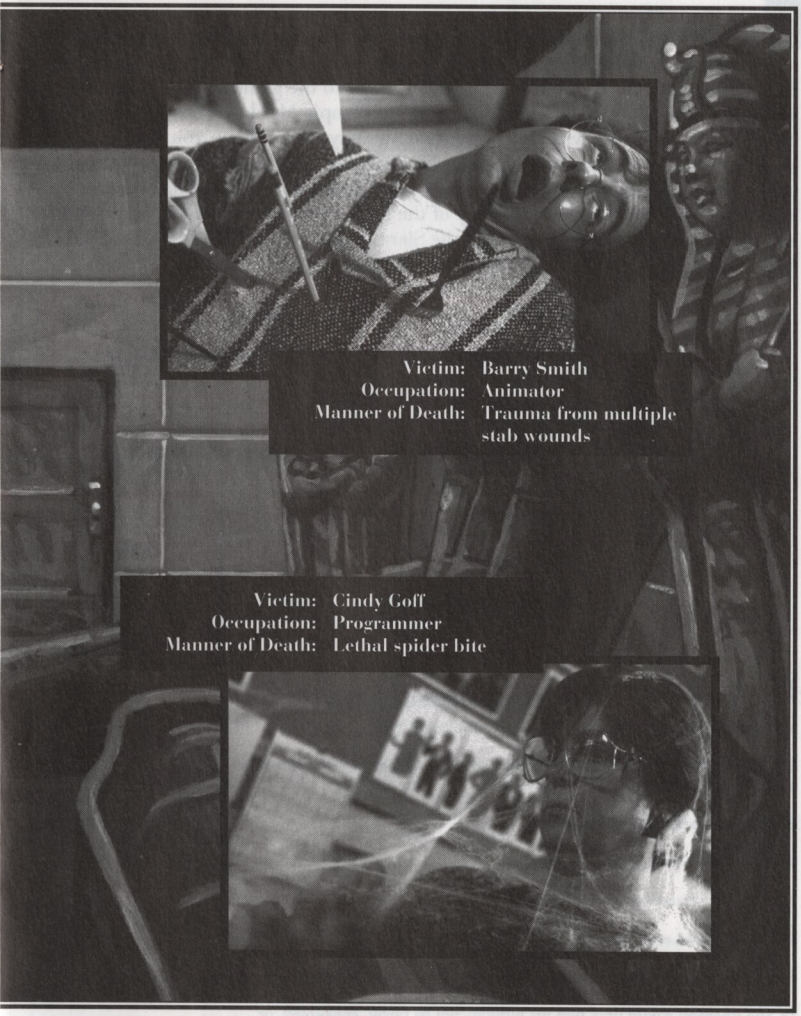

Victim: Bruce Balfour
Occupation: Designer/Director
Manner of Death: Trauma inflicted by major stab wound
Roland
A-50
Victim: Chris Braymen
Occupation: Composer
Manner of Death: Internal hemorrhage after electrocution


Victim: John Wentworth
Occupation: Programmer
Manner of Death: Trauma inflicted by dagger through mouth
Victim: Brian Hughes
Occupation: Lead Programmer
Manner of Death: Strangulation by Hanging



Victim: Dennis Lewis
Occupation: Artist
Manner of Death: Trauma inflicted by sword through neck

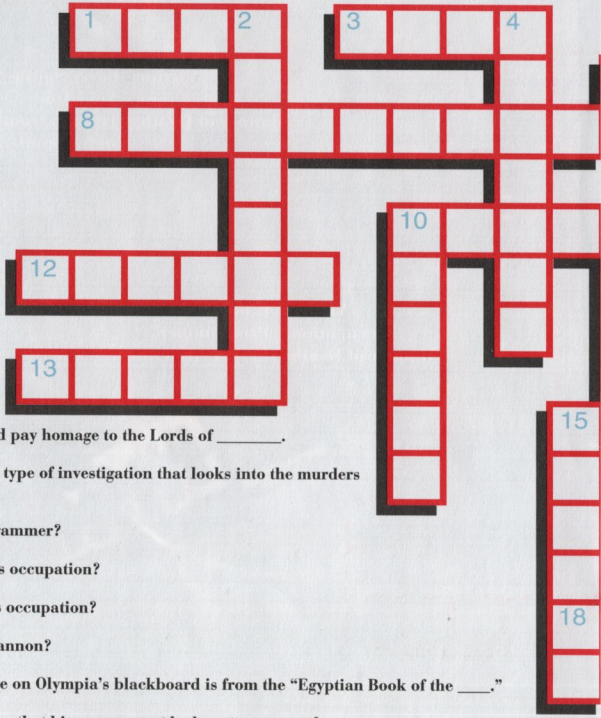
Victim: Don Waller
Occupation: Artist
Manner of Death: Trauma inflicted by sword through chest



Victim: Barry Smith
Occupation: Animator
Manner of Death: Trauma from multiple stab wounds

Victim: Cindy Goff
Occupation: Programmer
Manner of Death: Lethal spider bite

The following crossword puzzle questions deal with the ghastly murders that wiped out the LAURA BOW team at Sierra On-Line. Some of the questions refer to clues found in this hintbook, while others refer to the game itself. Within the game, for example, you will find the office of Olympia Myklos, whose blackboard contains a long phrase written in Egyptian hieroglyphics. When you have translated this hieroglyphic phrase into English, you will have deciphered some of the answers to questions in this crossword. Once this crossword has been completed, you will learn the identity of the Sierra murderer (#4 DOWN), as well as what possessed that person to kill the Sierra employees (THREE WORDS IN #10 ACROSS). Good luck, and let justice be your guide.



D O W N

2 The dead Pharaoh would pay homage to the Lords of _____.

5 What would you call the type of investigation that looks into the murders of the Sierra staff?

6 Who was the Lead Programmer?

9 What was Steve Conrad's occupation?

10 What was Don Waller's occupation?

11 What killed Lorelei Shannon?

14 The hieroglyphic phrase on Olympia's blackboard is from the "Egyptian Book of the ____."

15 The Pharaoh would pray that his mummy not be burnt, consumed, or _____.

ACROSS

1 Which lake does Ra sail over?

3 What's the room you enter without leaving?

7 What was the murder weapon used on Dennis Lewis?

8 Where does Ra sail across the lake?

10 A hieroglyph was found with each of the murdered Sierra staff members. Translated and sorted into their proper order, they spell out the reason for the murders, as well as he guiding force behind the murderer. What are these three words?

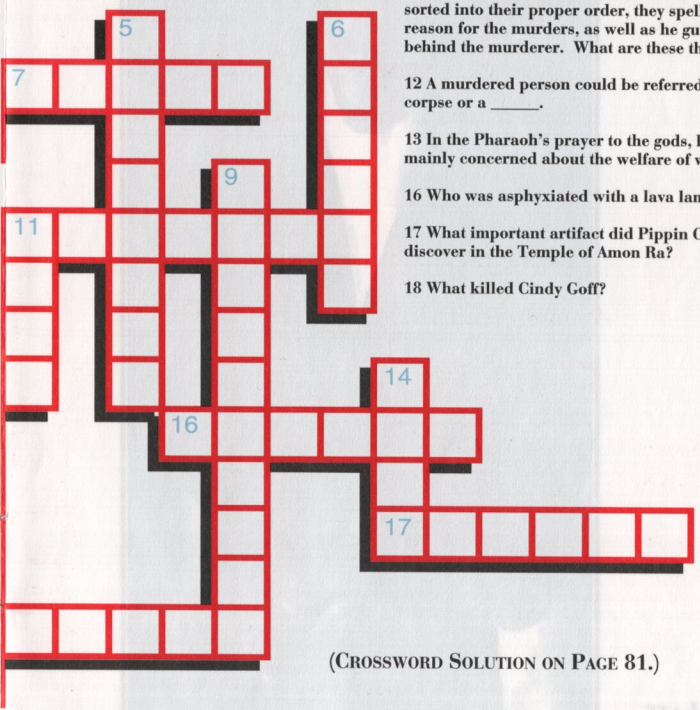
12 A murdered person could be referred to as a corpse or a _____.

13 In the Pharaoh's prayer to the gods, he was mainly concerned about the welfare of what?

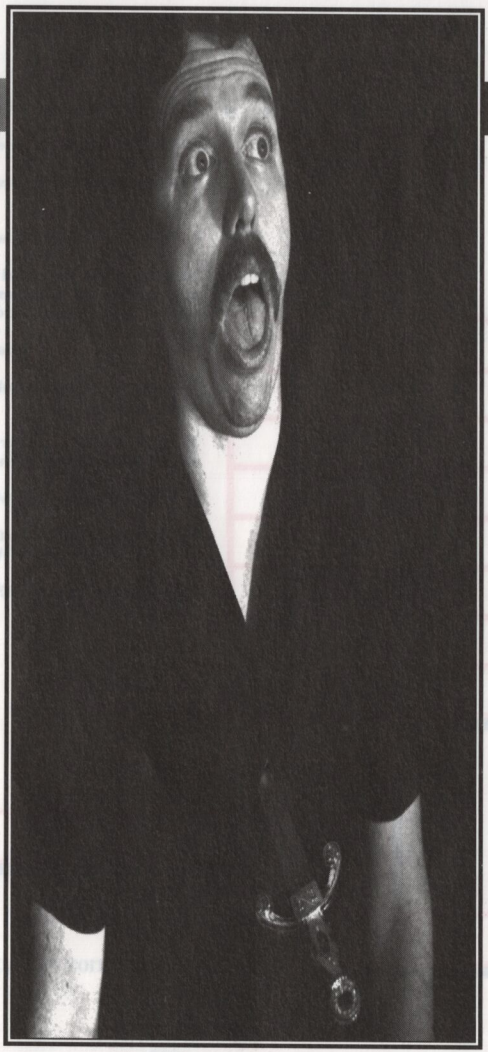
16 Who was asphyxiated with a lava lamp?

17 What important artifact did Pippin Carter discover in the Temple of Amon Ra?

18 What killed Cindy Goff?



(CROSSWORD SOLUTION ON PAGE 81.)



The Late
Bruce Balfour

HOMICIDE INVESTIGATION TIPS

(The following is excerpted from Laura Bow's textbook, "The Fine Art of Criminology," by Boris Lotus, Ph.D.)

The extent of a homicide investigation will be determined by the type of death being investigated. Whether a death can actually be termed a homicide may not be known until the trial, so a thorough investigation must be performed in every case.

Unless the case is very cold and the body is in such a state of decomposition that you are positive there is no chance of life, the first and most important step is to approach the body. Be sure not to destroy any evidence.

EXAMINATION OF THE VICTIM

First, determine if the victim is dead. If any sign of life exists, take immediate steps to save that life if possible. Also be aware that a victim who regains consciousness for even a moment can supply valuable information about his condition.

In some cases, the cause of death can be deceptively easy to deduce from the nature of the wounds or the condition of the body. In other cases, where a blow to the head may seem to be the cause of death, the victim may, in fact, have been poisoned. This is something that will have to be determined by the coroner's post-mortem (autopsy) examination, although subtle clues on the corpse may become apparent to the diligent person who discovers the body.

Pay particular attention to the types and locations of wounds, as well as the presence or absence of weapons which could have been used to cause death. The relative location and position of the body in relation to the instrument of death and all other physical features of the scene are of the utmost importance. A careful examination may also reveal that the body was moved after death, even though the killer may have disguised the fact.

A thorough search for evidence may determine the:

*Approximate time of death
*Exact cause of death
*Identification of blood stains
*Type and kind of weapon used
*Presence of foreign matter on clothing, in blood, etc.

Further evidence may be gathered for lab examination, such as:

*Foreign hairs and fibers
*Scrapings from victim's fingernails
*Powder burns
*Blood traces
*Tool marks
*Tire tracks
*Footprints

Areas around the crime scene must also be protected. There may be footprints, signs that objects have been dragged, blood spots, objects dislocated from the victim's body, or indications that someone tried to erase any clues.

BLOOD

The blood stain is one of the most common clues to be found at a murder scene. The victim's blood may be carried in trace amounts from the crime scene on the clothing of the murderer. If a blood stain discovered on a suspect is of the same blood group as the blood of the victim, but different from the suspect's own blood group, it gives a strong, but not conclusive, indication as to its origin.

Blood possesses a limited value for identification. Tests can show that it is human blood, and that it belongs to one of four major groups. Under favorable conditions, tests can show that the blood belongs to one of many subgroups. However, blood undergoes a rapid change with the passage of time. Clotting and drying begin almost immediately on exposure to air, which is handy for a living person with a cut, but inconvenient for the investigator when that same person has just been murdered. Blood also decomposes quickly, causing the specimen to lose its identity.

ESTABLISHING A MOTIVE

Study the conditions under which the body was found. Locate and notice the number of wounds inflicted on the victim. Attempt to reconstruct the crime based on the evidence at the scene.

The type of wounds and the way they were inflicted may suggest sadism, jealousy, or revenge. However, avoid drawing premature conclusions about the killer's motive. Follow all possible leads regardless of your theories. Conclusions and theories often suggest motives and leads, but avoid distorting facts to make them fit a theory. Instead, allow the facts to establish the theory.

How This Book Works

The whole point of playing **THE DAGGER OF AMON RA** is to investigate the mystery, uncover the subplots, solve numerous puzzles, and spend some quality time with your neglected computer. However, some puzzles may be so well hidden that you don't know where to begin. Or this may be your first experience with an adventure game. Or maybe you just enjoy reading hint books. In any case, if you feel that you've got a problem, and thoughts of revenge on the designers are lurking in the dark recesses of your mind, look through this hint book and find the question that best describes your problem. Read the associated hints, calm your mind, enjoy the game, and forget any urges you may have had regarding physical violence on Sierra employees.

Think of this book as your complete reference to **THE DAGGER OF AMON RA**. The hint answers are arranged to progress from a slight hint to a complete solution for each puzzle. In fact, an answer with a star (*) beside it will be very specific, often giving you the exact actions you need to solve the puzzle. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement of the game, not to mention feeling completely humiliated. You get the point, right? Please use this book with discretion.

NOTE TO BEGINNING ADVENTURERS

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

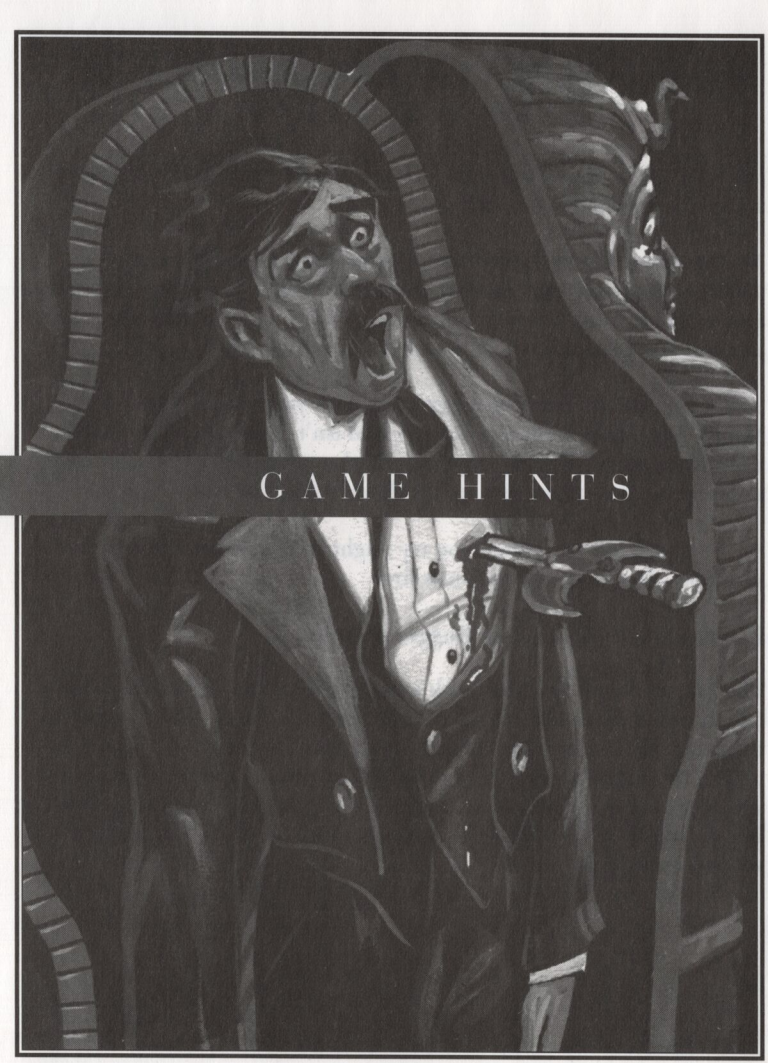
1) Remember to **save your game frequently**, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.

2) Pay attention. **Look** at everything, with your eye and your Magnifying Glass. **Talk** to everyone who isn't dead, then **Question** them some more. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.

3) Try anything. Anything you try might be the solution to a game situation. Just remember to **save** first.

If You Have Finished The Dagger of Amon Ra

The last section of this hint book entitled, ***After You've Completed the Game,*** contains an object list, a list of things you may not have tried in the game, plus some other interesting detailed information. If you've played through and want to see how to improve your score or see what you might have missed, take a look. Thank you for purchasing **THE DAGGER OF AMON RA**. We hope you have as much fun playing it as we had creating it.


GAME HINTS

General Questions

Before reading the hints here, please take a look at the game click-through in your **DAGGER OF AMON RA** game documentation.

Laura moves too fast! Laura moves too slow!

* Stop your whining! On your Icon Bar you'll find a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slow, adjust the animation detail slider down until you find an acceptable speed and detail level.

How do I look at things, talk to people, etc.?

Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

* When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the walk cursor and the last cursor used.

Examples:

To engage in small talk with someone, click the talk cursor (exclamation point in a word balloon) on him. (With the keyboard, position the cursor on him using your cursor keys and press ENTER.)

To look at something, click the eye cursor on it. (With the keyboard, position the cursor on it using your cursor keys and press ENTER.)

To look at something in greater detail after you have your Magnifying Glass, select the Magnifying Glass from your inventory with the arrow cursor to make it your "active" inventory item, exit the inventory

window, then click the Magnifying Glass cursor on whatever you wish to examine. In some cases, this Magnifying Glass will actually magnify the image on your screen, but most of the time it will just give you a detailed message about significant objects.

To walk somewhere, click the walk cursor on that screen position. (With the keyboard, simply press your arrow or cursor keys to move in that direction.)

To hear conversations that may be occurring behind closed office doors, after you've picked up the Water Glass from the buffet table in the Museum Rotunda, select the Water Glass from your inventory with the arrow cursor to make it your "active" inventory item, exit the inventory window, then click the Magnifying Glass cursor on whatever you wish to examine.

To take action on something or someone, click the hand cursor on the person or thing. (With the keyboard, position the cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.

I don't understand how time progresses in this game. How long is an act? How many acts are there? How do I know when an act ends?

* The game is divided into six Acts. Each act is broken down into several trigger events. Trigger events are actions you must take to make time progress in the game. As you perform each event, a clock will strike to show the passage of time. As you complete the essential events of the act, the story will progress to the next act. All events occur during a single 24-hour period.

How do I use items in my inventory?

* To use an inventory item, perform the following steps. First, select the

inventory icon from the Icon Bar. This will open your inventory screen. Next, select the item you wish to use from your inventory screen. (Your cursor will now change to the shape of the inventory item you selected.) Finally, use the inventory cursor on an item in the room.

Here's a couple of examples. Suppose in Act 1 you wanted to use the magnifying glass on the door of Lo Fat's Laundry. First, select the magnifying glass from your inventory. (Your cursor will change to the shape of the magnifying glass.) Now use the magnifying glass on Lo Fat's door to learn some new information about the door. Or, suppose in Act 2 you wanted to use the water glass to eavesdrop through a closed door. Select the water glass from inventory. (Your cursor will change to the shape of the water glass.) Use the water glass cursor on the locked door. If someone is talking in the office, Laura will then listen in on the private conversation taking place behind the locked door.

How do I use my notebook?

* Simply select the question mark cursor from your Icon Bar and click it on the person you wish to interrogate. Your open notebook will appear in the center of the screen. Use your hand cursor to select a subject to ask that person about. When a subject is selected, it will be highlighted in red. To confirm your choice, use the Exit cursor on the notebook to leave, Laura will then ask the question.

For example, to ask Crodfoller Rhubarb about the burglary at the Leyendecker Museum, follow these steps:

a) Select the question mark in the word balloon from your Icon Bar,
b) Select the Misc. category from your open notebook,
c) Select Burglary on the Misc. category page
d) Finally, select Exit by cycling through the cursors.

Laura will now ask Crodfoller about the dagger burglary.

Act One

Laura Bow: A Nose for News

I'm in the news room at my desk. How do I open the drawer?

- Brute force won't do it. You need a key.
- Have you examined the top of your desk carefully? The key is hidden under an object on top of your desk.
- * You can find the key to your desk under your desk blotter. Flip up the lower right corner of the blotter with the hand cursor to find it. Pick up the key, then use it on your desk drawer to open it.

What am I supposed to be doing at my desk?

- Have you considered working?
- Perhaps you can find something to assist you in your new occupation.
- Have you looked in your desk drawer?
- * .Inside your desk drawer you'll find your Press Pass. Use the hand cursor on the pass to take it.

I'm pretty comfortable at my desk now. I feel like I could win a Pulitzer Prize for Journalism if I knew what to do next. Is there anything else I should take a look at?

- Yes. Take a look around your desk. There's another object that may come in handy later.

- Did you notice the waste paper basket beside your desk?

* Look in the waste paper basket beside your desk. Next, use the hand cursor on your waste paper basket. You'll discover a baseball. Use the hand cursor on the baseball to take it. Look at it some more and marvel at your extreme good fortune in finding such a valuable piece of American history. It will come in handy later in the game.

This Crodfoller character sure is a wealth of information. What kinds of things should I be asking him?

DR. ARCHIBALD CARRINGTON III

- Feel free to ask him anything. Crodfoller will give you some leads on your first big story with the Tribune.

- Take a look inside your notebook for some ideas.

- Since he was assigned to the burglary story before you arrived, this is a very good subject to ask him about.

* Ask Crodfoller questions about topics in your notebook (which used to belong to him). Be sure to ask him about the burglary. You can also ask him about anything else in your notebook, including inventory items such as the Press Pass. When you refer to your notebook later in the game, you'll see that any useful information he's given you is now in your notebook.

I've left the news room to research the story about the burglary. How do I get around in the big city?

- Laura doesn't have a car so you'll need to rely on public transportation.
- Did you try hailing a taxi?
- You can also walk across the street, but watch out for the New York drivers. They don't seem to pay much attention to pedestrians...or anything else, for that matter.

* In some areas of the game, Laura can walk across the street (refer to the Map of Game Locations in the "Maps" section of this hintbook). Laura also gets around the city in a taxi. The fare is free since she's a member of the Press. To hail a cab, simply click the hand cursor on any of the taxi signs located throughout the city. Once inside the cab, show your press pass to the driver.

I tried to catch a taxi cab but the cab driver just threw me out. What am I doing wrong?

- Maybe it's your breath.
- You need to show the taxi driver proof that you're really a member of the Press.
- Did you look in your desk drawer in the news room?

* Show the taxi driver the Press Pass which you got from your desk drawer in the news room. Now he'll take you to any of the places listed in your notebook.

I'm in the taxi cab. How do I give the driver directions?

- You need to show the cab driver one of your inventory items.
- Show the cab driver your Press Pass. Your notebook will appear on screen when the driver asks where you want to go. Just select one of the locations from your notebook.

* Use your Press Pass on the cab driver. When he asks where you want to go, select your desired travel location from your notebook with the hand cursor, then use the Exit cursor on the notebook. The cab driver will take you to your destination.

Is there anything else I can do inside the taxi while we're on our way to our destination?

- Ponder the meaning of life.
- Try looking around the inside of the taxi.
- If you're in the dirty taxi, try looking through the garbage.
- If you're in the dirty taxi, move the garbage around with the hand cursor until you find something useful.

* There are two types of taxis: clean and dirty. Move the garbage around in the dirty taxi with your hand cursor until you uncover the Laundry Claim Ticket. Since you'll need it later, pick up the claim ticket and examine it carefully.

I tried to walk across the street to the Police Station and got hit by a car. What's going on here?

- Remember safety rules when you're crossing the street.

- To avoid getting hit by a car, look both ways before you cross the street.

* Use the eye cursor on both the left-hand and right-hand side of the street (edges of the screen). When you get the message "there are no cars coming from this direction" from both directions it will be safe to cross.

I'm outside the Police Station and I've spotted a drunk lying on the sidewalk. Is there anything I can do for him?

- Maybe you should just leave him alone. Wait a minute, maybe he has something you can use. After all, he seems to be unconscious....

- Did you notice the newspaper he's sleeping under?

COUNTESS LAVINIA WALDORF-CARLTON

* The newspaper the drunk is sleeping under contains a Free Sandwich Coupon for Luigi's. Use the hand cursor on the drunk to wake him up. You won't be able to take the newspaper from him. Instead, go inside the Police Station and come back out to this spot again. The drunk will be gone and he'll leave the newspaper behind on the sidewalk. Pick up the paper and take the coupon.

Luigi's corned beef sandwiches sure look good. How can I buy one?

- Luigi would love to sell you a sandwich if you had some money...but you don't. Perhaps you can offer him something else for a sandwich.

- Did you know he advertises in the paper? The newspaper people told him it would increase his business.

- Did you notice the newspaper the drunk was sleeping under outside the police station?

* Go to the police station and observe the drunk sleeping on the sidewalk before you enter the police station. When you come back outside, you'll discover the drunk is gone and he left the newspaper behind. Pick up the newspaper and you'll discover a coupon for a free Luigi sandwich.

I found a coupon for a free Luigi's sandwich in a newspaper outside the Police Station. Where is Luigi and how do I get my free sandwich?

- Luigi is a street vendor. Look for him selling sandwiches from his cart on the sidewalk.

- Have you tried going back to the News room?

* Look both ways before crossing the street, then walk to the News room. Luigi is standing on the corner outside the News room selling sandwiches. Present him with the coupon and he'll give you a free sandwich.

I went to the police station and the desk sergeant ignored me. What's his problem? Is there anything I can do to make the desk sergeant warm up to me?

- How about giving him a suitcase full of money? Oh, that's right, you don't have any money, do you?
- Did you notice that the desk sergeant is hungry?
- Perhaps you can feed him something. Are you carrying any food?
- Did you notice Luigi's sandwich cart outside the news room?

* You can get a sandwich from Luigi by presenting him with the coupon from the newspaper the drunk left behind on the sidewalk outside the police station. Give the desk sergeant the sandwich and he'll be more cooperative. Use your notebook to ask him about the speakeasy and he'll give you the password to enter the speakeasy.

I visited Detective O'Riley. He sure didn't help me much. Is there something more I can do to get his cooperation?

- Nope. Don't take it personally—-this is just the way he is with the Press.
- At least he showed you the police file on the burglary. What more do you want?

* All you really need to do is visit Detective O'Riley and examine the police file. There's not very much information on the case at this time. Just keep your eyes open, listen to his complaints about crime in the city, and learn more later when you meet him again.

I took a taxi to the 12th Street Docks. What now?

- You're a reporter, right? Get busy. Ask somebody some questions about something.

- Have you talked to Steve, the stevedore, yet? Ask Steve about the people listed in your notebook.

* When you arrive at the docks, talk to Steve Dorian. Ask him about Pippin Carter, Archibald Carrington, and the Leyendecker Museum. You can ask him about anything in your notebook. You never know what you might learn from Steve.

I'm outside Lo Fat's Laundry. What are those kids doing on the sidewalk?

- They're just playing. What's that one kid holding in his hand?

- It looks like he's holding a magnifying glass and toasting some ants with it. Wouldn't it be nice to have a magnifying glass?

- Talk to them for awhile. Perhaps you can convince them to make a trade with you.

* Talk to the three boys several times. Eventually, Laura will ask one of the them what his hobbies are. He'll tell her that baseball is one of his hobbies. When he does, select the baseball from your inventory and offer it to him. You found the baseball in the waste paper basket beside your desk back in the Newsroom.

Those kids sure have a nice magnifying glass. Where can I get one like that?

- This is the only magnifying glass in the game.

- Perhaps you can trade something with these kids for their magnifying glass.

- When you were in the news room did you look in your waste paper basket?

* To get the magnifying glass from the boys give them the baseball you found in the waste paper basket beside your desk in the news room.

I took a cab to Lo Fat's Laundry but Laura doesn't have any laundry to pick up. Is there something else I'm supposed to do in Lo Fat's?

- It may seem a little odd, but you're actually there to pick up someone else's laundry.

- Have you visited the speakeasy? Try taking a taxi after visiting the speakeasy

- There are two taxis in the game; one is full of trash, the other is clean. After visiting the speakeasy sort through the trash in the back seat of the dirty taxi and you'll find a laundry claim ticket to Lo Fat's.

* When you enter Lo Fat's, present him with the laundry claim ticket you found in the trash-filled taxi. He'll give you an evening gown to wear to the museum fund-raiser at 7:00 p.m.

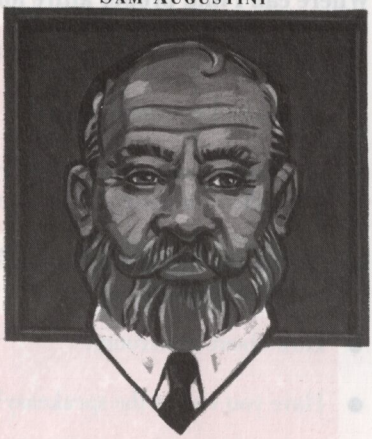
I stepped into the street outside Lo Fat's and got run over. How am I supposed to cross the street in this game?

- It's just terrible how rude these New York drivers are! You can cross the streets if you're a little more careful.

- When Laura was a small child she learned to look both ways before crossing the street.

* Before you cross the streets, use the eye cursor at the left and right edge of the screen to look both ways. When you get the message "there are no cars coming from this direction" from both directions you'll be able to safely cross the street.

SAM AUGUSTINI



What unusual piece of evidence was found on Brian Hughes' corpse?

* An Egyptian hieroglyph:

The cabbie took me to the museum. Why is it locked?

- Did you read the sign beside the door?

- There's going to be a fund-raiser at the museum tonight at 7:00 p.m. Perhaps Laura can attend if she can find proper attire.

* You can't enter the museum today because they're getting it ready for the big fund-raiser tonight at 7:00 p.m. When you return to the museum later on you'll be able to attend if you're wearing the proper attire.

Where can I find proper attire for the fund-raiser at the museum?

- Have you visited Lo Fat's laundry?
- Maybe he has something Laura can wear to the fund-raiser.
- * You can get an evening gown from Lo Fat's laundry. Present Lo Fat with the laundry claim ticket you found in the trash-filled taxi.

I found an evening gown for the fund-raiser at the museum. Now where can I change?

- How about a restroom?
- Have you visited the speakeasy?
- * Once you get inside the speakeasy, go to the restroom to change into your evening gown. To do this, select the evening dress from your inventory and use it on the dressing partition.

I tried to enter the speakeasy and the bouncer took my press pass! What should I do?

- OOPS. You weren't supposed to give the bouncer your press pass. Now you have no way to get around the city.
- You'll need to restore a saved game to sometime before you gave your press pass to the bouncer. Then you need to give him something else to get inside.
- Have you talked to the desk sergeant at the police station?
- Did you offer the desk sergeant a sandwich from Luigi's?

* First, restore a saved game to sometime before you gave your press pass to the bouncer. This time, tell the bouncer you know the secret word then give him a password to get into the speakeasy. (The desk sergeant at the police station gave you the correct password.) To give him the password, use your notebook on the door and select "Charleston" from the misc. section.

I tried to get into the speakeasy, but I don't have a password. Where do I get a password?

- Have you talked to the desk sergeant at the police station?
- Did you offer the desk sergeant a sandwich from Luigi's?

* Give the desk sergeant at the police station a corned beef sandwich from Luigi's. Then ask him about the speakeasy. He'll tell you the password is "Charleston." Go to the speakeasy and tell the bouncer you know the secret word. To give him the password, select "Charleston" from the Misc. section of your notebook.

I'm inside the speakeasy. Who am I looking for?

- Remember your conversation with Crodfoller? You did talk to Crodfoller at the news room, right?

DR. PTAHSHEPTUT SMITH

- When you asked Crodfoller about the burglary, he mentioned that Ziggy the stoolpigeon hangs out at the speakeasy.

* When you're at your desk in the news room, Crodfoller tells you about a stoolpigeon named Ziggy. You could learn some useful things by talking to Ziggy.

How do I get Ziggy to talk to me?

- First of all, tell him who sent you.

WOLF HEIMLICH

- After Ziggy knows Crodfoller sent you, you can ask him more questions.

* After you tell him Crodfoller sent you, ask Ziggy about anything. He won't tell you anything you can use right away, but he could tell you something you need to think about.

What unusual piece of evidence was found on Barry Smith's corpse?

* An Egyptian hieroglyph:

I just climbed into a taxi that's a real pig-sty! Couldn't you guys find a cleaner taxi to use for your game?

- Well, one man's garbage is another man's treasure.

- Did you try digging through that garbage?

* The taxi is full of garbage for a reason. Search through the garbage in the back of the cab using the Hand cursor. Underneath that mess, you'll discover a laundry claim ticket for Lo Fat's laundry.

I found a two-year-old laundry ticket in one of the taxis! Should I take this to the police?

- Take a laundry ticket to the police? Get a grip, Laura.

- Have you visited Lo Fat's yet?

* Take the taxi to Lo Fat's Laundry and present the two-year old laundry ticket to him. He'll give you an evening gown for the ticket.

How come Act 1 never seems to end? Have I missed something?

- You wanted a lot of game for your money, right?

* The things to do in Act 1 are as follows:
  a) Unlock Laura's desk drawer and discover her press pass,
  b) Talk to Steve at the docks,
  c) Get the magnifying glass from the kids playing on the sidewalk outside Lo Fat's laundry by trading them a baseball for it,
  d) Talk to Ziggy in the speakeasy, and
  e) Pick up an evening gown at Lo Fat's and put it on at the speakeasy.

Act Two

Suspects on Parade

Why won't Heimlich won't let me in to the museum fund-raiser?

- You need to show him your "papers." Hmm, now what could that be?

* Present Heimlich with your press pass and he'll let you into the party.

What unusual piece of evidence was found on Steve Conrad's corpse?

* An Egyptian hieroglyph:

This party is something else! Are there any useful objects I can take from here?

- You mean the silverware? Laura wouldn't think of stealing.

- Don't consider an ashtray either. Laura doesn't smoke.

- Are you referring to the food? It's been sitting there a long time.

* You'll find an empty water glass on one of the party tables. Laura can use the water glass to eavesdrop through closed office doors in the museum. No reporter-detective should be without one.

I couldn't help but overhear the men discussing Yvette Delacroix. She seems so friendly!

- Friendly? Friendly's not the word for it.

- You might say Yvette likes to "keep in touch."

* Since Yvette seems to know everyone so intimately, ask her lots of questions. She'll be very helpful in your investigation.

Pippin Carter and Tut Smith just got into a pretty heated argument at the party. What's the story on the Dagger?

- It's been stolen! Your job is to find out who took it.

- O'Riley seems to think Tut Smith stole the dagger.

* Pay special attention to the medallion Tut Smith is wearing. It's an important clue to an event that happens later.

I've listened to all the conversations at the party, but nothing new seems to be happening. Is there anything else to do at this party?

- You might check the table loaded with water glasses.

- Have you visited the gift shop yet? You might want to pick up something for your dear auntie Em...or perhaps not, since she died recently and probably doesn't care about gift shop knick-knacks any more...but it's the thought that counts.

* While eavesdropping at the party (you'll overhear 14 different conversations), learn all the characters' names and pay attention to what they say. After all, you never know what someone might accidentally reveal. Visit the water table to pick up a water glass for snooping later on. You can also visit the gift shop and examine the fine selection of gift items there.

I went to the gift shop. Is there anything interesting in there?

- You bet. Take a look around. There are lots of interesting things to look at in the Leyendecker Museum Gift Shop.
- Did you notice the display of fake daggers?
- Maybe one of these daggers isn't so fake after all.

* When you enter the gift shop, take a look at each of the fake daggers on display. Use your magnifying glass to examine each of the daggers. One of these is the stolen Dagger of Amon Ra. Unfortunately, as soon as you discover it, you're ushered out by Wolf Heimlich. Perhaps you can get it later, if it's still there. Check this display case later in the game.

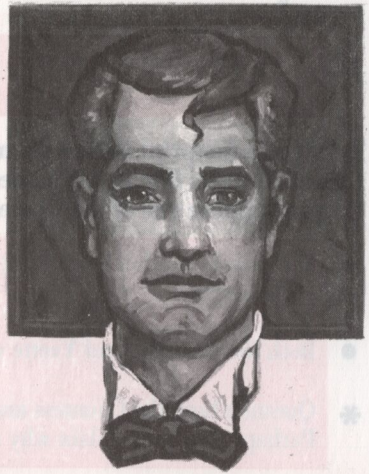
I found an ankh medallion beside the mummy's case in the Egyptian Exhibit room. Can you tell me anything about this?

- Did you examine the ankh closely?
- Wasn't somebody wearing this at the party? Whose initials are "P.S."?
- Did you also notice that red puddle?
- Through careful use of your magnifying glass, you can examine both the ankh medallion and the footprint in blood on the floor.

* Examine the ankh medallion with your magnifying glass to get a close look at it. You'll discover the medallion has the initials "P.S." on it. This medallion belongs to none other than Ptahsheptut "Tut" Smith. Also use your magnifying glass to examine the red puddle beside the ankh medallion. The footprint in the blood belongs to someone wearing a high-heeled shoe.

Most foul! I just found Pippin Carter murdered in the Egyptian room! What should I do?

STEVE DORIAN



- Let's think about this. What do you THINK you should do when you find a corpse? You're a reporter, right? You've got a nose for news, right? Look it over! Whip out your magnifying glass and go over the body inch by inch for clues! Probe the corpse by hand! It's a dirty job, but someone's got to do it, and that someone is YOU!

* When you examine Pippin's body for clues you'll discover there's a notepad in his breast pocket. Take the notepad from his pocket (it's not stealing, you're just BORROWING the notepad until this mystery is solved).

I found a notepad on Pippin Carter, but there's nothing written in it. Is this notepad useful?

- Yes! There's more to this notepad than meets the eye!

* There's a message imprinted in the paper of the notepad. Later on, you can do something to reveal the imprint and discover the last message Pippin wrote on the pad.

What unusual piece of evidence was found on Dennis Lewis' corpse?

* An Egyptian hieroglyph:

I noticed a footprint beside the mummy's case containing Pippin Carter. It looks like it was made by a woman's high-heeled shoe. Do you suppose one of the women did it?

- Well this is another interesting clue. Who was wearing high heels at the party?

- Both the Countess and Yvette were wearing high heels at the party.

* Question both the Countess and Yvette about the shoe print. Perhaps they can explain why it's there...or perhaps not.

I'm just wandering around the museum. How come Act 2 will never end? Have I missed something?

* The things to do in Act 2 are as follows:

a) Attend the museum fund-raiser wearing the evening gown from Lo Fat's.

b) Eavesdrop on the conversations at the party,

c) Examine the daggers with your magnifying glass in the museum gift shop display case.

d) Talk to Steve during the party. and

f) Discover Pippin Carter's body in a sarcophagus in the Egyptian Room.

Act Three
On the Cutting Edge

I'm locked in the museum because Ernie lost the key. Now what should I do?

- Do your job, Laura. Investigate the museum and its overnight occupants.

* You're a good investigator. else you wouldn't have gotten this far. Take a look around the museum. Who knows what you'll discover?

I'm wandering around this museum. It sure is big! Where are some good places to snoop around?

- A wise man once said: "The long journey begins with a single step...or the long step begins with a single journey...or the single journey begins with a long step...or something like that." You can begin your investigation almost anywhere.

- Have you snooped around any offices? For instance, did you go into Carrington's office?

- Have you been to the Egyptian Room?

- Why not visit Rex the talking dinosaur?

* Go to President Carrington's office and examine the contents in his office. Go to the Egyptian room and take a look around. Visit Rex the talking dinosaur and take a look at the hands-on dinosaur bone display. This will get you started.

I'm in Dr. Carrington's office and I didn't see anything unusual or helpful. Is there anything I've overlooked?

- Yes. Look around the room a little more carefully. Remember to use your magnifying glass as well.
- That is a nice fireplace in his office, isn't it?
- * Look in the fireplace and remove the piece of charcoal. This will help you later with your investigation.

I found a piece of charcoal in Carrington's fireplace. What am I supposed to do with this?

- Perhaps you can use it on one of your inventory items.
- Did you examine Pippin Carter's body carefully? There was an important piece of evidence in his coat pocket. Pippin Carter had a notepad in his coat pocket. Of course, you only have one chance to examine Pippin's body, so you'll have to restore back to a point in the game before your examination of his corpse if you want the pad.

DR. OLYMPIA MYKLOS

- * Use the charcoal on Pippin Carter's notepad to reveal the secret of the last message he wrote.

I'm in the Egyptian Exhibit. Where's the rest of the hieroglyphics exhibit?

- Read the note on the wall beside the Rosetta Stone.

- Did you notice the initials O.M.?

* The initials stand for Olympia Myklos. Go to her office to find the rest of the stone.

Wow! I just discovered Rex the talking dinosaur! Does he serve any real purpose in this game?

- Sure. He'll tell you all about his history. He's very educational.
- This exhibit is more useful than it first appears.
- If you look around this room, you'll find a surprise.
- Did you notice the dinosaur bone under the painting on the wall?

* This is a very important exhibit and you'll want to return to this room later. Take a look around the room and you'll notice a dinosaur bone under the painting on the wall. Take the dinosaur bone.

I'm in Yvette's office. Is there anything useful in here?

- Yes. You need to take an object from here.
- Did you notice the lamp on her desk? Nice, isn't it?
- No, you can't take the lamp. You're not a common thief.

* You need to take the light bulb from Yvette's lamp, but you'll have to let the bulb cool first. Therefore, turn off the light and exit the room. When you return, the bulb will be cool. Use the eye cursor

to get a close-up view of the lamp. Next, use the magnifying glass to get a close-up view of the bulb. Use the hand cursor to take the bulb.

What unusual piece of evidence was found on John Wentworth's corpse?

* An Egyptian hieroglyph:

What's this phrase on the blackboard in Olympia Myklos' office? How do I translate it into English?

- Did you notice the Rosetta Stone in the Egyptian Exhibit? When you examined that display with your magnifying glass, the letters were transferred into your notebook.

- The other half of that display is in this office.

- Look at the second half of the Rosetta Stone on the floor under the blackboard. The new letters will transfer into your notebook.

* After examining the Rosetta stone in the Egyptology display with your magnifying glass, the letters transferred into your notebook. Use your magnifying glass on the second half of the Rosetta Stone under the blackboard. You'll now have a complete alphabet to help you decode the phrase on the blackboard. Of course, you'll have to do it all on paper. We can't do everything for you...what fun would that be?

I give up. What purpose, if any, does the phrase on the blackboard serve?

- The phrase on the blackboard contains a couple of clues.

- There are two words in the phrase that you'll find extremely useful later in the game.

* This phrase contains two key words (womb and tomb). These are the answers to the riddles you will be asked later in the game.

I was looking at a bottle of snake oil on Olympia's desk when she came in and took it. Where can I find a bottle for my own use?

- Where did Olympia say she uses that stuff?

- Didn't she say something about a lab somewhere?

* Later you can find a bottle of snake oil on a table in the Preservation Lab.

I just saw Olympia disappear into a small room with only one exit near the Rodin sculpture, "The Thinker." How did she do that?

- Hmmm. Crafty woman, isn't she? There must be some secret lever somewhere...or a button...or a rotating slab of rock?

- Maybe "The Thinker" can offer you a clue...he's obviously given it a lot of thought. Did you examine this statue?

* Closely examine the back of the sculpture's head using your magnifying glass. You'll discover a tiny hinge on the back of the neck of the statue. Use the Hand cursor on the front of the head and the head will open. Now you can walk through the secret panel yourself.

I found a secret spiral staircase behind the wall of the Rodin sculpture but the light went out almost immediately. Then I fell down the stairs when I entered the stairwell! Am I supposed to get down these stairs?

- There's really no need to take a swan dive off the top of the stairs.
- Take a look through some of the offices. Maybe you can find a useful item to help you.
- You know, secretaries usually have supplies. You might find an office that can shed some light on the situation.
- * Yes, Laura, you're supposed to get down these stairs. You need to swipe a replacement bulb from the desk lamp in Yvette's office, but you'll have to let the bulb cool first. Therefore, go into her office, turn off the light, and then exit her office. When you return, the bulb will be cool. Use the eye cursor to get a close-up view of the lamp. Next, use the magnifying glass to get a close-up view of the bulb. Finally, use the hand cursor to take the bulb.

I just went into the pterodactyl room and found a corpse. Looks like he really lost his head over this one! How do I find out who this is?

- Examine the body for clues...or at least as much of the body as you can find.
- Perhaps the answer to your question is staring you in the face.
- Have you explored the rooms near the pterodactyl room? Exploration is the key to getting ahead.

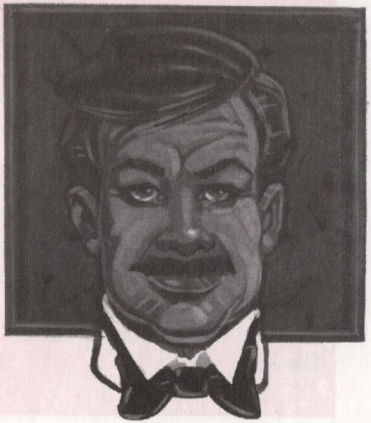
* After examining the body, go to the Life Mask room. Look at the masks on the wall. One of these masks is actually the head to the corpse. It's Ziggy!

I found some crumpled carbon paper in the trash can in Yvette's Office. Is there anything I can do with this?

- Trash cans are valuable resources, aren't they? Even used carbon paper can tell you something.
- Did you try reading the carbon paper? It reveals an important clue.
- You need a bright light source to read the carbon paper. Hold it up to the lamp on Yvette's desk and see if you can read it.

* To read the carbon paper, first uncrumple it with the hand cursor. Next, hold it up to the lamp on Yvette's desk. If you've already removed the bulb from her lamp, take the carbon paper to the secret staircase near Yvette's office and backlight it with the hanging lightbulb.

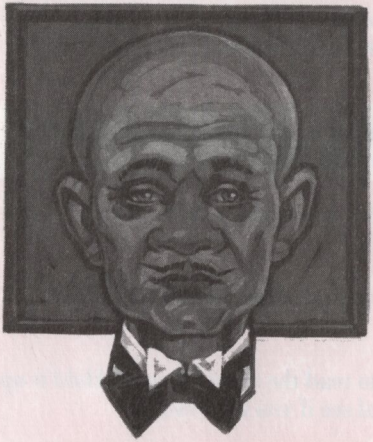
DET. RYAN HANRAHAN O'RILEY



Whoa, the late "President Carrington" is draped over a porcupine in his office. What can I learn from the letters "C" and "P" written in blood on the desk?

- Hmmm. This is probably a clue he left behind.

LAWRENCE "ZIGGY" ZIEGFELD



- What could "CP" stand for? The killer's initials? Something in the office? Something in the museum?

* CP refers to Carrington's copy of the large format, illustrated novel, "Crime and Punishment." You'll find it among the many books on the Carrington bookshelves.

I discovered a wall safe in Carrington's office behind the painting of former President Sterling Waldorf-Carlton. Now where's the combination?

- Where would you hide a safe combination if you didn't trust your memory?

- The combination is hidden in plain view in the office.

- Did you look at the phone list on his desk?

* Look at the phone list on Carrington's desk. The combination to the safe is listed beside the entry "B. Sayff." Use the hand cursor on the combination dial to open it. Simply click the hand cursor on the number you wish to select and it will rotate to the top position on the dial. When you have entered the proper combination, the safe will click. Finally. use the hand cursor on the handle to open the safe.

Hey. I tried to open the safe in Carrington's office and Heimlich arrested me. Now what?

- You have a limited opportunity to open the safe, otherwise Heimlich will catch you.
- Restore your game and try again.
- * You've been arrested for attempted burglary and interfering with evidence at a crime scene, and your credibility as a journalist is ruined. Good thing you can restore your game. You DID save your game, didn't you?

I opened the safe in Carrington's office and found the diary of Sterling Waldorf-Carlton. Now I've got it all figured out. The Countess has gone on a murdering rampage, right?

- The Countess? Well, maybe.
- A good investigator should check out all possible leads.
- * Don't jump to such rash conclusions without examining all the evidence. The Countess may have done it, but then again maybe not. Perhaps you should find her and speak to her about this.

The newfangled intercom system on Carrington's desk is pretty cool. Can I make use of it?

- Sure. Try pressing the buttons on the intercom system.
- You never know who you might hear in the other offices. If you're having trouble figuring out how it works, use the magnifying glass to identify the buttons.

* The intercom is a good snooper tool. If you use it at the right time, you can listen in on conversations taking place in the other museum offices.

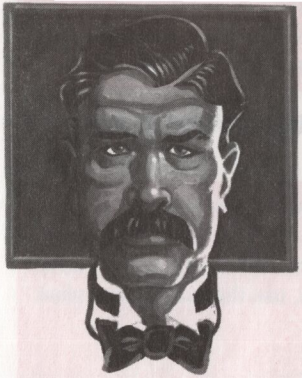
Why does this intercom system put out so much static?

- Did you break it?
- Maybe it's transmitting in code.

* You'll hear static every time there's no one talking at the other end of the intercom. Just try using the intercom a little later. You never know who you might overhear.

I'm in the Medieval Armor room to spy on the Countess' meeting. Where can I hide?

- Did you look around the room carefully? There's a great place to hide in here.
- Did you notice the tapestry?



DR. PIPPIN CARTER

* You need to hide behind the tapestry. Use the hand cursor on the tapestry to get behind it. When the Countess arrives at the appointed time for her intended meeting with "Carrington" (as noted on Carrington's desk calendar), step out from behind the tapestry and confront her. She'll tell you some interesting news. Ask her about the diary from Carrington's safe and show her the pocket watch you found in the steamer trunk in the Mammalogy lab.

I'm hiding in the Medieval Armor room and the Countess has arrived with two freshly-painted "Old Master" paintings under her arm. What's the story?

- Step out from behind the tapestry and confront the Countess.
- Ask her a few questions about some of the people and events you've discovered so far.
- * Question the Countess and she'll stammer out a few lies about the paintings under her arms. Tell her that Watney Little is dead and she'll protest her innocence in the murder, backing it up with a partial explanation of the art burglary scheme she's running with Watney. If you've found them, you can also ask her about the diary and show her the pocketwatch to learn more.

I went into the mastodon exhibit and discovered Ernie's dead body on top of a mastodon skeleton's curved tusks! What should I do?

- Examine the body.
- Did you use the magnifying glass to examine his shirt?
- * There are two important clues to notice on Leach's body. You can detect a strong smell of preserving alcohol and you should notice some animal hairs on his shirt. Show these hairs to Olympia for further information.

I talked to O'Riley and Heimlich. Now I'm afraid I've become a suspect. What should I do?

- Well, Heimlich is out of his office for a while. Why not examine things in his office?

- Did you notice anything unusual about the books on Heimlich's shelves?

- Take the cheese from the rat trap on Heimlich's floor.

* Since Heimlich is out of his office for a while, go examine it. Take the cheese from the rat trap by first tripping it with either the dinosaur bone or the snake lasso. Examine the books on his shelf until you find a volume of poetry by Lord Byron which was shelved backwards. Take the fancy black garter from the pages of that book.

I'm in the Old Master Gallery and have stumbled upon the works of Anonymous Bosch. Pretty gloomy stuff. Is there anything useful I can find in here?

- Examine the painting carefully.

- Did you carefully examine the Bosch painting with your magnifying glass?

* One of the skeletons in the Bosch painting is holding a real skeleton key, which is glued over a painted skeleton key. This skeleton key unlocks a steamer trunk in the Mammalogy Lab.

I found a skeleton key in the Old Masters room. It seems to be stuck to a painting. How do I get the skeleton key?

- Did you look at the items you're carrying? One of those items would be useful right now.

- Have you visited Ernie's office?

- You should have a pair of wire cutters.

- Or you may have the Dagger of Amon Ra.

* Use the wire cutters from Ernie's toolbox to remove the key. You can also use the Dagger of Amon Ra to remove the key from the painting.

Why do some of the paintings have such a strong smell?

- That's a good question-perhaps you should examine the paintings more closely.
- Maybe it's fresh paint. Did you try touching those paintings?
* It's fresh paint. Someone is smuggling art forgeries into the museum and stealing the original paintings.

I tried to take the cheese from the rat trap in Heimlich's office. What a mistake! Is there any way to take the cheese without getting killed?

- Boy, Heimlich really hates rats, doesn't he?
- You can trigger the rat trap with one of the items from your inventory.
* Trip the rat trap with either the dinosaur bone or the snake lasso. Then you can safely take the cheese.

I found a black garter in the pages of one of the books on Heimlich's shelves. What does this mean?

- Did you thumb through the book of poetry?
- Did you notice that "Yvette" is embroidered into the black garter?
* Heimlich knows Yvette intimately. If you thumb through the book of poetry, you'll find a garter marking the page with the poem, "She Walks in Beauty." Read the note. It tells you Heimlich and Yvette are scheduled for a meeting at 3:00 a.m.

Olympia confirmed the hairs from Ernie's shirt were warthog hairs. Where should I go next?

- Remember Ernie also smelled of alcohol.
- Explore the Preservation lab until you find the warthog vat.
- To find the warthog vat, search Ernie's storage room office near the Preservation Lab, locate the "Alcoholic Index" book, and discover that the warthogs are stored in vat #13.
- * The warthogs are located in the second vat on the west wall. Climb up the ladder of the warthog vat and use the net to skim the contents of the vat. You'll discover the Dagger of Amon Ra hidden in this vat.

I'm in the Preservation Lab. What can I pick up in here?

- Do you remember having a conversation with Olympia earlier in the game?
- She had a bottle of snake oil on her desk, which she snapped up when you tried to take it.
- * Get the snake oil from the table in the foreground. If you need more, there's a container of snake oil on the workbench for refills. You can also refill the snake oil bottle at this same table.

I'm in the Mammalogy Lab and the ferret seems to be attracted to that steamer trunk. How do I open that trunk?

- Have you been to Ernie's office?
- Did you examine the paintings in the Old Masters Gallery?
- * The painting by Anonymous Bosch in the Old Masters Gallery depicts a skeleton holding a key. Actually, a real key has been

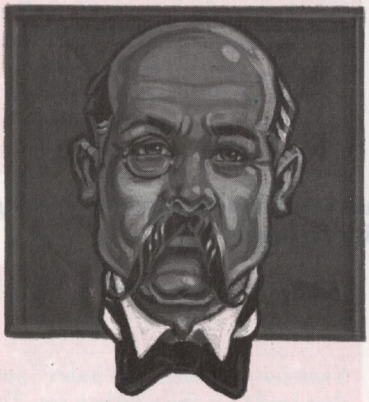
glued over the top of the painting. Use the wire cutters from Ernie's toolbox to remove the skeleton key.

When I opened the steamer trunk in the Mammalogy Lab, a bunch of beetles came out of the trunk and ate me! Am I supposed to open this trunk?

- Yes. Maybe you can find something else the beetles might like to eat.
- Have you looked into the nearby icebox?

* Get a slab of meat from the lab icebox and throw it into the steamer trunk immediately after you open it. Now you can safely examine the contents of the trunk.

RALPH PULITZER



Gross! I found a skeleton in the steamer trunk. Who was this?

- Did you notice the gold watch in the bottom of the trunk?
- Did you read the label on the outside of the trunk?

* The gold watch is a clue that this is actually the body of Archibald Carrington III. The REAL Carrington.

I'm really confused. This body in the trunk is the man I saw murdered in the beginning of the game?

* Yes. This is the real Carrington. An impostor named Watney

Little murdered him and took his place. Show the gold watch to the Countess and she'll explain what happened to him.

I'm in Ernie's office near the Preservation Lab. What kinds of things should I be looking for in here?

- Did you look at the items on his desk? Did you push the button on the wall?

- Did you examine Ernie's toolbox?

* There are three important items in Ernie's office. Look at the "alcoholic index" notebook on Ernie's desk and note which vat contains the warthogs. Next, find a pair of wire cutters in Ernie's toolbox. You can use these to cut the skeleton key out of the Anonymous Bosch painting in the Old Masters hall. There is also a button on the wall that remotely opens the entrance to a tunnel which leads upstairs from the Mammalogy lab.

I just overheard an intercom message in Ernie's office. What's going on here?

- Did you examine vat #13 to see what might be clogging the release valve?

- Examine the "alcoholic index" notebook on Ernie's desk to learn that vat#13 is the warthog vat. This is the second vat on the west wall.

* Go to the Preservation lab and examine vat #13. Vat #13 is the second vat on the west wall. Climb the vat and use the net to skim its contents.

What unusual piece of evidence was found on Josh Mandel's corpse?

* An Egyptian hieroglyph:

I'm using a net to skim the contents of one of the alcohol vats, but Laura keeps passing out. What am I doing wrong?

- The alcohol fumes are very strong. Therefore, don't spend a lot of time at the vats.
- You should be able to discover an item hidden in one of the vats pretty quickly.
- Are you looking in the vat containing the warthogs?
- You can determine which vat has the warthogs in it by looking at the "Alcoholic Index" notebook on Ernie's desk.

* The warthogs are located in the second vat on the west wall. Climb up the ladder of the warthog vat and use the net to skim the contents of the vat. You'll discover the Dagger of Amon Ra hidden in this vat after your first try. Now leave the lab.

I have the real Dagger of Amon Ra. What should I do with it?

- It would make a great souvenir for your grandkids.
- How about selling it and moving to a foreign country to retire in style?
- Your father taught you how to fish. The Dagger of Amon Ra would be great for cleaning and gutting the fish you catch. For that matter, it would make a great Father's Day gift for the same reason. The possibilities are endless!

* Actually, you want to keep the dagger with you until the end of the game. If you show it to someone, they might take it away from you. You can also use the dagger for cutting rope and for prying keys off paintings.

How come Act 3 will never end? Have I missed something?

* The things to do in Act 3 are as follows:
a) Discover Ziggy's body in the pterodactyl exhibit room,
b) Discover Watney Little's (Carrington's impostor) body in Carrington's office,
c) Discover the real Carrington's body in the steamer trunk in the mammalogy lab,
d) Listen at office doors with your water glass,
e) Discover Ernie Leach's body in the mastodon room, and
f) Discover the Dagger of Amon Ra in vat #13 of the Alcohol Preservation Lab.

Act Four
Museum of the Dead

What unusual piece of evidence was found on Don Waller's corpse?

* An Egyptian hieroglyph:

Yvette Delacroix

I was just talking to Yvette. She's real upset about Ernie. What conclusions can I draw?

- Although it might seem hard to believe, Yvette really loved Ernie.
- Yvette can tell you more about Ernie, his gambling problems, his fencing business, and perhaps even the identity of his murderer.

* Yvette isn't responsible for the murders.

Steve just told me about the paintings in the Old Master Gallery.

* That's right. Some of the paintings are fakes!

I went to the Preservation Lab to eavesdrop on a meeting between Yvette and Heimlich. Where are they?

- Good question.
- Something may have happened to Yvette. Go to her office and investigate.

* Since neither of them is in the Preservation Lab, you should conclude that foul play has interrupted their meeting. In fact, when you explore Yvette's office you will indeed find signs of a struggle.

It looks like there's been a struggle in Yvette's office. What does this mean?

- It means there's been a struggle in Yvette's office.
- Have you examined the evidence on her desk?

* There has been a struggle here involving Yvette. There are three pieces of evidence left behind on her desk as clues to what happened. Take the shoe Yvette left behind.

Oh no! I think I discovered Yvette's dead body encased in plaster. How do I get to it to examine it?

- Maybe you can use something from your inventory to break the plaster.
- It should be something big and heavy.
- Have you explored the room with Rex, the talking dinosaur?

* Use the dinosaur bone to break the plaster off the Yvette statue.

Okay, I've broken the plaster off Yvette's body. What evidence can I gather here?

- Really, Laura, you should be getting familiar with these procedures.
- Use the magnifying glass to examine Yvette's body more closely.
- * Look under Yvette's fingernail and you'll see red hair. Notice her fingernails are broken. Notice the bifocal eyeglasses in her other hand. (Those are the Countess' glasses!)

I found some bifocal glasses in Yvette's left hand. Did the Countess kill her?

- * If not, this is sure one clever murderer. Then again, what about the red hair? Could Steve have done it?

I've just discovered one of Steve's boots in the Medieval Armor room next to some blood. I just can't believe he killed Yvette. Did he?

- Well, go find Steve and ask him yourself.
- This is a mystery. You're supposed to figure this out for yourself.
- * Actually, Steve has been knocked out by the murderer.

Oh no! Now the Countess has been murdered. But every time I try to get into Olympia's office to examine her body, a snake bites me. How can I get to the body safely?

- Bite the snake before it bites you.
- You'll have to corner the snake with something from your inventory, then trap it with something else.
- * Corner the snake with three sprays of snake oil, then trap it by using the snake lasso you found in Ernie's office. You can examine the Countess' body after you corner, lasso, and cage the cobra.

I'm trying to corner the cobra in Olympia's office but keep running out of snake oil. What am I doing wrong?

- You're not charming the snake.
- Have you been carelessly squirting your snake oil elsewhere in the museum?
- * To corner the snake in Olympia's office, you only need to shake the snake oil three times at it. If you make a mistake, or have used up the snake oil elsewhere, you will need to refill your snake oil bottle. To do this, go back to the Preservation lab and use the snake oil bottle on the container on top of the workbench in the front of the lab.

I'm examining the Countess' body. What should I notice about it?

- She's dead.
- Did you use the magnifying glass on her ankle?
- * Notice the cobra's fang is buried in her ankle. A few grapes are on the floor that may have been left behind by the murderer. She also has smelling salts in her coat.

What unusual piece of evidence was found on Lorelei Shannon's corpse?

* An Egyptian hieroglyph:

All the evidence that I've been gathering seems to be pointing to one person as the murderer. Is there only one murderer? If so, who is it?

- Are you sure you really want the answer to this?

- Are you absolutely certain you want the answer to this?

- This is a mystery. You're supposed to figure this out for yourself. Are you absolutely, positively, without a doubt, dead CERTAIN that you want the answer to this question?

- Yes, one person has murdered all the museum victims, but you'll have to prove your suspicions to the Coroner at the official Inquest. If you can't prove your conclusions with the proper evidence, the Coroner won't believe you.

* O'Riley is the murderer in the museum. Of course, his motives for each murder vary somewhat, and there is another murderer who claimed a victim before you entered the museum.

Okay, is there another murderer in this game, or are you just pulling my leg?

- Are you sure you really want the answer to this?

- Are you absolutely certain you want the answer to this?

- This is a mystery. You're supposed to figure this out for yourself. Are you absolutely, positively, without a doubt, dead CERTAIN that you want the answer to this question?

* Watney Little murdered the real Archibald Carrington III, then disguised himself as Carrington and took his place as the new President of the Leyendecker Museum.

How come Act 4 will never end? Have I missed something?

* The things to do in Act 4 are as follows:

a) See Steve enter Yvette's office,

b) Discover Yvette Delacroix's body in the Old Masters room,

c) Discover Countess Waldorf-Carlton's body in Olympia's office, and

d) Figure out who the murderer is and who stole the Dagger of Amon Ra.

RAMESES NAJEER

ACT FIVE

REX TAKES A BITE OUT OF CRIME

Jeepers! The murderer's chasing me through the Mastodon room. What should I do?

- Leave.
- Run away through one of the exits.
* Exit through the Pterodactyl room. Once in this room, use the wire cutters to cut a section of wire from the fallen pterodactyl (if you haven't done so previously), close the door from the Mastodon room, then wire the door shut by wrapping the wire around the doorknob.

I'm in the Pterodactyl room. The murderer's trying to break in. Where do I go now?

- Flee. That door won't keep the murderer away for very long.
- Since you've been through here plenty of times, you know to avoid dead-end rooms, right?
- * Head for the Medieval Armor Room and slide the bolt across the heavy wooden door to slow down the murderer.

I made it safely into the Medieval Armor Room, but the murderer's still after me. Where now?

- There are two possible exits, Laura.
- One way may be through that locked door.
- Well, you can't actually get through the locked door. Perhaps you can figure out a way to fool the murderer and buy yourself some more time.
- Did you notice a chair in the room?
- * Move the nearby chair in front of the locked door. Stand on the chair and open the transom above the door. This will buy you some more time. Now duck into the Egyptian room and hide inside one of the mummy cases. The murderer will be fooled and will break down the other door!

What unusual piece of evidence was found on Kim Bowdish's corpse?

* An Egyptian hieroglyph:

Help! I'm trapped in an old mummy case in the Egyptian room. How do I get away from the murderer now?

- Poke your head out of the case to see if the coast is clear.
- After you see the murderer leave the Egyptian room, it will be safe to exit the mummy case.
- * After the murderer tries to find you in the Egyptian exhibit, and can't because you're in the mummy case, he'll try the only remaining possibility, which is the Life Mask room. While he's in there, leave the Egyptian exhibit and you'll find a new exit from the Medieval Armor room.

I've entered the crate storage room through the door that the murderer smashed open. It looks like a dead-end. Now what do I do?

- Slow the murderer down. There must be something in the room that you can use to block his path.
- Did you notice that large crate suspended by a rope?
- Do you have the Dagger of Amon Ra or the wire cutters from Ernie's toolbox?
- * Using the swinging arm near the door, move the crate in front of the door. Now cut the rope using the Dagger of Amon Ra or the wire cutters from Ernie's toolbox. This will block the door to slow down the murderer.

I'm still in the crate storage room and the murderer's trying to get in. How do I get away?

- Have you looked for hidden exits?
- Have you moved any of the smaller crates around?

* Move the small crate at the back of the room out of the way to reveal a small, old elevator. Throw the lever and the elevator will take you down away from the murderer.

I've made it to a mummy storage room. How do I keep the murderer out now?

- Well that elevator has a door on it. Maybe you can somehow jam the door shut.
- Did you find any mummies in here?

* When you get in the mummy storage room, remove a mummy from one of the cases and prop it against the door of the elevator to slow down the murderer.

Okay, I've blocked the elevator and I seem to be trapped in the mummy storage room. Is there any way out, or is this the end of Laura Bow? Have you led me astray?

- There is a hidden exit.
- The hidden exit is through one of the mummy cases.
- The mummy case exit is locked. You can unlock it if you have the proper item in your inventory.
- There is a mummy case on the west wall through which you can hear chanting with your water glass. That's the exit.

* You can open the mummy case exit on the west wall with the snake lasso you found in Ernie's office. Loop it over the snake protruding from the head of the mummy case to unlock the exit, then open the lid of the mummy case to reveal the way out.

Oh no! I've fallen into the foul clutches of Egyptian Sun Worshippers! What is the answer to the first riddle: "What is the room you leave without entering?"

- Don't worry too much. If you give them the wrong answer, they'll just kill you!
- Both answers rhyme with DOOM.
- Remember the hieroglyphic phrase from Olympia's chalkboard? You did translate the phrase, right? It was meant to be a clue, since the word you require was mentioned in the blackboard phrase.

* The answer to the first riddle is "womb." The hieroglyphs you need to answer this riddle are in your notebook if you studied the two halves of the Rosetta Stone you found in the Egyptian exhibit and in Olympia's office.

What is the answer to the second riddle: "What is the room you enter without leaving?"

- Boy, I wouldn't want to be in your shoes right now. One wrong answer and it's certain death!
- The answer rhymes with DOOM.
- Remember the hieroglyphic phrase from Olympia's chalkboard? You did translate the phrase, right? It was meant to be a clue, since the word you require was mentioned in the blackboard phrase.

* The answer to the second riddle is "tomb." The hieroglyphs you need to answer this riddle are in your notebook if you studied the two halves of the Rosetta Stone you found in the Egyptian exhibit and in Olympia's office.

I've discovered Steve in the furnace room. How do I revive him?

- Have you removed the coal from Steve's face?
- Do you have the smelling salts you found on the Countess' corpse?
* Remove the coal from Steve's face, then use the smelling salts to revive Steve.

Okay, I revived Steve, then he stood up, stepped on a nail, hopped around in pain, then fell down and bumped his head. He's unconscious. I think he's a jerk for doing this because the murderer walked in and shot us. What did I do wrong?

- Steve can't do all his thinking for himself. You need to help him further.
- There are nails and other dangerous things on the floor of the furnace room. One of his feet was not protected.
* Give Steve his work boot after you revive him and before he gets out of the coal bin. You did pick up the boot when you found it in the Medieval Armor room, right?

Great! Steve is ready to escape with me, but how can we safely exit the furnace room?

- Did you notice the large, heavy Amon Ra symbol on the wall?
- Get Steve to help you rotate the Amon Ra symbol and you'll

discover a secret tunnel.

* Hidden behind the stone Amon Ra symbol on the wall is a secret tunnel entrance. Rotate the Sun symbol out of the way to safely exit the room. You can do this by clicking your hand on it when Steve is standing nearby. Being the gentleman that he is, Steve will help you move the heavy stone.

Steve and I are in the secret tunnel, but it's awfully dark in here! Where's the light switch?

- Light switch? There isn't any light switch.
- Take a look in your inventory. If you came here well-prepared, you have exactly what you need.
- Do you have the lantern you found behind the glassed-in alcove in the downstairs hallway?

* As soon as you enter the secret tunnel, go into your inventory and click the hand cursor on it to turn it on. Then you can use it to illuminate the tunnel and find your way.

We went up the secret tunnel and it's full of cobras! How do I get around these snakes?

- Take a look in your inventory. If you came here well-prepared you have exactly what you need.
- Do you have a bottle of snake oil that isn't empty?

* Use the bottle of snake oil to repel the cobras. If need be, you can refill it from the container in the alcohol preservation lab. You have been saving your games in case you have to restore back, right?

What unusual piece of evidence was found on Chris Braymen's corpse?

* An Egyptian hieroglyph:

I made it past the snakes in the secret tunnel. Now I've come to a tunnel full of rats. How do I get past these critters?

- Do you have some cheese? If so, don't feed it to Steve.
- You picked up some cheese from Wolf Heimlich's rat trap, right?
* Throw the cheese you picked up from Heimlich's rat trap through either of the openings at the top of the tunnel. The rats will go after the cheese and you'll be rid of them.

I got to the top of the tunnel and fell into the flames of the furnace. How can I safely exit this tunnel?

- Well, you have two choices up here. Maybe you should select the other exit.
- One exit smells like coal. This is the exit not to take.
* Go through the right-hand opening at the top of the tunnel. You will safely exit through the mouth of Rex the talking dinosaur.

We made it through Rex's mouth, but the murderer was close on our heels and shot us. How do we capture the murderer?

- Maybe Rex can help you.
- Did you ever listen to the talking dinosaur? He has some powerful jaws.

* As soon as you exit through Rex's mouth, quickly press the button to get him talking. Now he will capture the murderer in his powerful jaws for you.

How come Act 5 will never end—except in my unfortunate demise? What am I doing wrong?

* The things to do in Act 5 are as follows:

a) Successfully escape from the murderer taking the following path — from the Mastodon Room head through the Pterodactyl Room, the Armor Room, the Egyptian Room, the Crate Storage Room, the Service Elevator, the Mummy Room, the Sun Worshipper/Sphinx Room, the Furnace Room, the Secret Tunnel, and finally exit through Rex's mouth in the Tyrannosaurus Room;

b) Capture the murderer in the jaws of the talking Tyrannosaurus Rex's mouth by quickly pressing the button that starts his speech.

c) Everything that happens during this act is timed because the murderer is after you. If you're too slow at blocking the murderer's path, or if you take time to admire the exhibits, the murderer will catch up to you and kill you. You must move quickly and precisely.

Act 6

The Coroner's Inquest

What unusual piece of evidence was found on Cindy Goff's corpse?

* An Egyptian hieroglyph:

Who murdered Dr. Pippin Carter?

* O'Riley.

Motive?

* Cover another crime OR Financial gain.

Who murdered Lawrence "Ziggy" Ziegfeld?

* O'Riley.

Motive?

* Cover another crime OR Financial gain.

Who murdered Ernie Leach?

* O'Riley.

Motive?

* Cover another crime OR Financial gain.

Who murdered Yvette Delacroix?

* O'Riley.

Motive?

* Jealousy OR Revenge.

Who murdered Countess Lavinia Waldorf-Carlton?

* O'Riley.

Motive?

* Cover another crime OR Financial gain.

Who was the skeleton found in the steamer trunk?

* Archibald Carrington III.

Who murdered Dr. Archibald Carrington?

* Watney Little did it!

Who impersonated Dr. Archibald Carrington?

* Watney Little.

Who murdered Watney Little?

* O'Riley.

Motive?

* Cover another crime OR Financial gain.

Who actually stole the Dagger of Amon Ra from the Ancient Egypt exhibit?

* Watney Little.

Who manipulated Watney Little into stealing the Dagger of Amon Ra?

* O'Riley.

Who was the woman involved in stealing paintings from the Old Masters Gallery?

* Countess Lavinia Waldorf-Carlton.

Who was the man involved in stealing paintings from the Old Masters Gallery?

* Watney Little.

Who was the middleman who provided forged paintings for the Countess and sold the real ones for her?

* Ziggy.

Who is the High Priest of the Amon Ra Sun Worshippers?

* Rameses Najeer.

Which museum employee runs a "fencing" operation as a sideline business?

* Ernie Leach.

What unusual piece of evidence was found on Bruce Balfour's corpse?

* The dagger used to murder him was marked with the Egyptian cartouche of Amon Ra.

AFTER YOU'VE COMPLETED THE GAME...

EVIDENCE REQUIRED TO SUPPORT PARTICULAR CONCLUSIONS:

During the Inquest, the Coroner will automatically study all evidence Laura has in her inventory to see if she has the evidence to back up her responses to his questions. Therefore, in order for the Coroner to be convinced by Laura's accusations, she will need the following:

a) Dagger of Amon Ra: It's real, and it has O'Riley's fingerprint on it (which the Coroner can see), even though O'Riley reported that he never found the Dagger.

b) Watney's Police File: Verifies Watney Little's existence and the fact that O'Riley gave it to Watney.

c) Ankh Medallion: Implicates Tut Smith.

d) Red Hair: From O'Riley's head, but could be from other red-headed people also, such as Steve.

e) Pocket watch: Verifies skeleton identity as Carrington.

f) Wire Cutters: Threads attached from O'Riley's trench coat.

g) Carbon Paper: Implicates Ernie in the "fencing" operation.

h) Bifocals: Intended to implicate the Countess as murderer of Yvette, one lens has O'Riley's thumbprint on it.

i) Pippin's Notepad: Implicates others who might have killed Pippin.

j) Garter: Implicates Heimlich as the possible murderer of Yvette .

k) Grapes: Places O'Riley at scene of the Countess' murder.

l) Warthog Hairs: Ties Ernie to alcohol vat murder scene where O'Riley killed him. O'Riley also smelled like alcohol afterwards.

m) Yvette's Shoe: Demonstrates that Yvette was killed in her office, implicating Steve (who was last seen with her by Laura).

When I completed Laura Bow, the headline on the newspaper read as follows:

"LAURA BOW BUNGLES INVESTIGATION"

What did I do wrong?

* If Laura does not answer all of the MURDER questions correctly and/or does not have all the evidence needed to support her conclusions, the Coroner will tell her to keep her nose out of crime scenes, then she will receive this headline.

When I completed Laura Bow, the headline on the newspaper read as follows:

"LAURA BOW SOLVES PART OF MYSTERY! WILL SHE RETURN?"

This sounds like I didn't solve all the mystery. What did I do wrong?

* Either you didn't find the Dagger and convict the thief, or you didn't correctly identify the murderer and back up your accusation with solid evidence.

When I completed Laura Bow, the headline on the newspaper read as follows:

"LAURA BOW SOLVES DAGGER THEFT AND MUSEUM MURDERS!"

Does this mean I'm a real super sleuth?

* Yes. Congratulations! You've solved the mystery of Laura Bow: The Dagger of Amon Ra!

DID YOU TRY...

Feeding the cheese to Steve in the tunnel leading from the furnace room?

Touching the glass case that held the Dagger of Amon Ra in the Egyptian exhibit?

Looking behind the framed medals on Wolf Himmler's office?

Using the hand cursor on the horn of the Rhesus' skull on Olympia's desk?

Talking to Olympia's Ferret?

Pushing the button on Ernie's Office wall?

Talking into Carrington's Office intercom?

Solution to the Crossword Puzzle

SOLUTION TO "MURDER BY DESIGN"

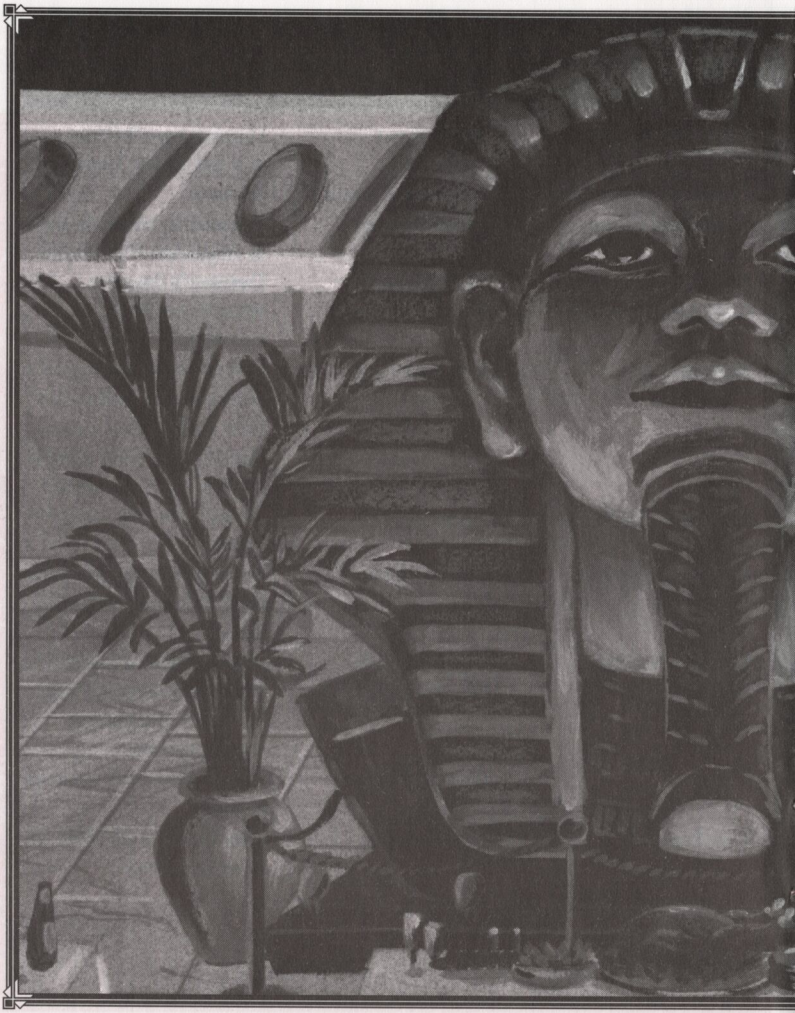
As indicated by the answer to #4 Down, the vicious swine who murdered the innocent employees was the evil Designer, Bruce Balfour. However, this was not a management ploy to avoid paying them for their efforts. The clue to the true reason for the murders was the hieroglyph found by each victim. As indicated by the answer to #10 Across, Balfour was forced to perform the murders by the great Amon Ra. Outraged by the blasphemous and blatantly commercial use of his name in a computer game, Amon Ra possessed Balfour's body and used it as his instrument of revenge before killing the tool himself. This should be a warning to ALL who would dare defy the Curse of Amon Ra....

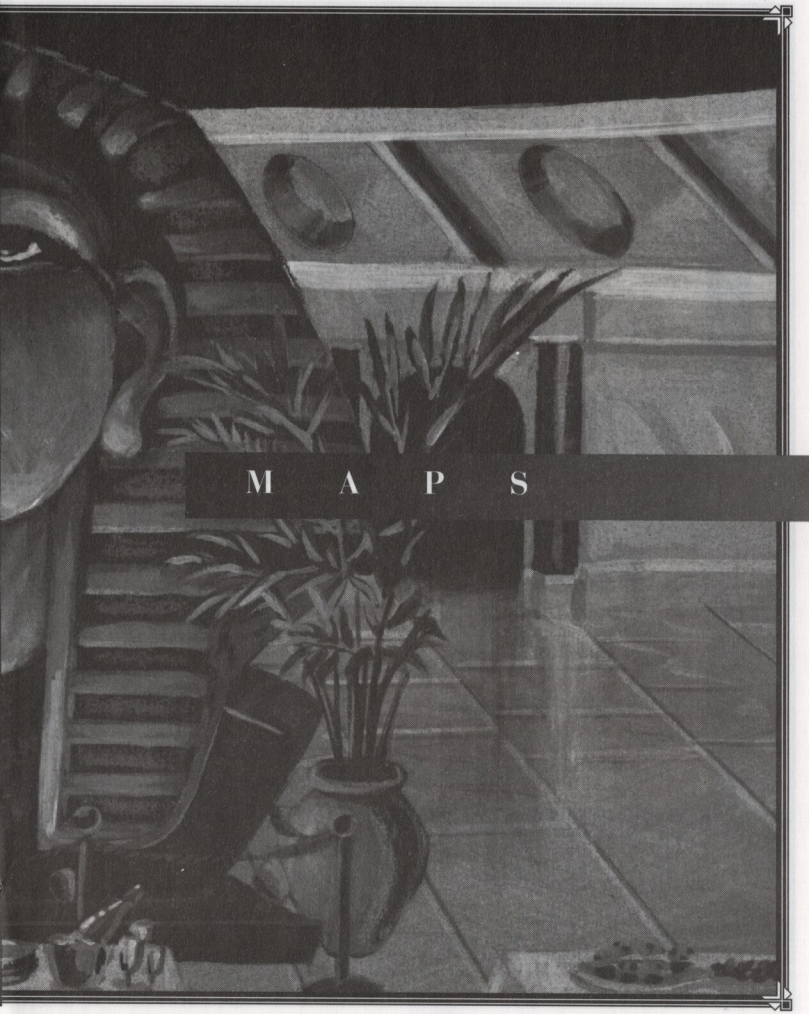
Location of Regular Objects

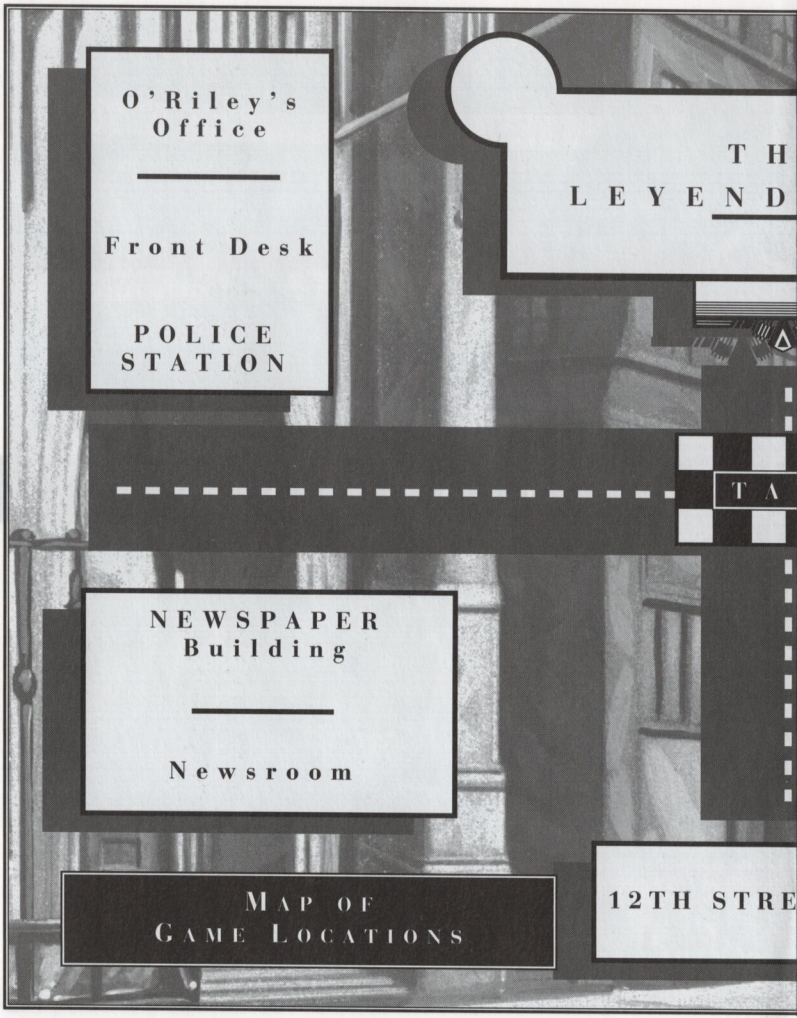
Object	Where Found	Where Used
Notebook/pen	Editor in news room	Taking notes, communication, travel
Press pass	News room	Taxi travel, museum entry, etc.
Desk key	News room	Laura's desk drawer
Sandwich	City street	Desk Sergeant (get information)
Baseball	News room	Trade for magnifying glass
Magnifying glass	City street	Examining evidence
Charcoal	Carrington office	Rubbing notepad imprint to read message
Water glass	Rotunda	Eavesdropping in museum
Skeleton key	Old master gallery	Opening Carrington trunk
Laundry ticket	Taxi (dirty)	Getting evening gown
Evening gown	Lo Fat's	Admission to speakeasy and party
Snake oil	Preservation lab	Capturing loose cobra; repelling cobras in furnace tunnel
Cheese	Heimlich office	Distracting rats
Slab of meat	Mammalogy lab	Distracting beetles
Dinosaur bone	Rex dinosaur room	Breaking plaster off Yvette
Wire	Pterodactyl room	Wiring door shut during chase
Light bulb	Yvette office	Replacing stairwell bulb
Smelling salts	Countess' corpse	Reviving Steve
Net	Ernie's room	Retrieving dagger from alcohol vat
Work boot	Medieval armor room	Steve's boot

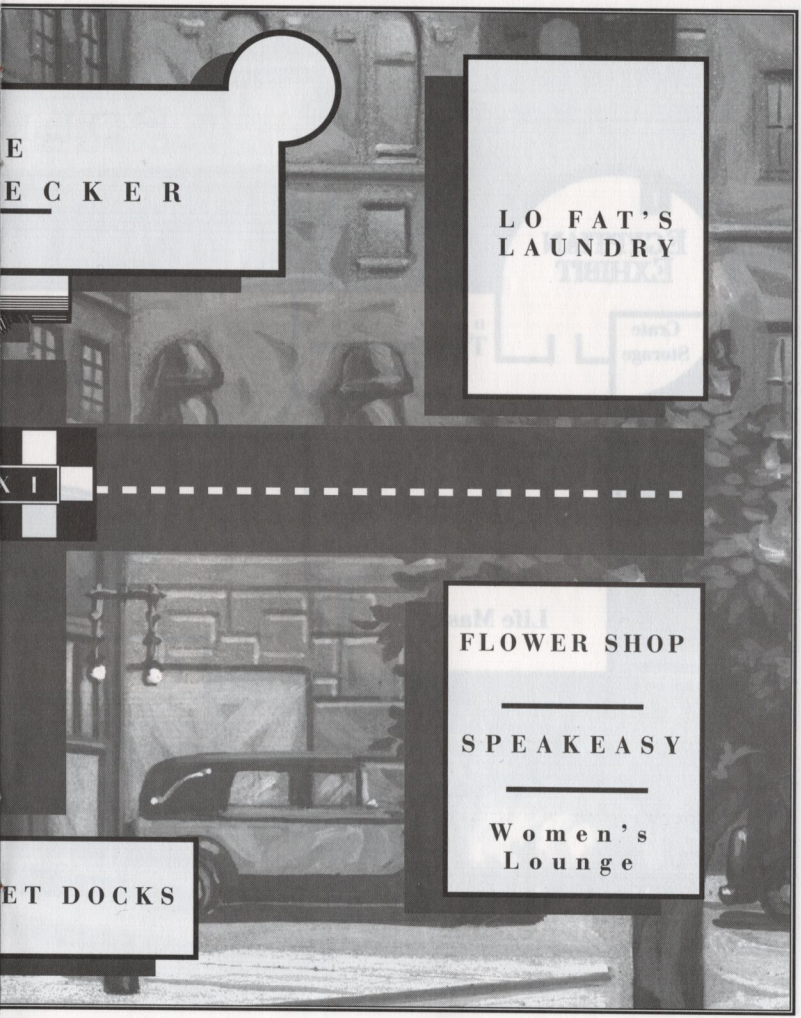
Location of Evidence Objects

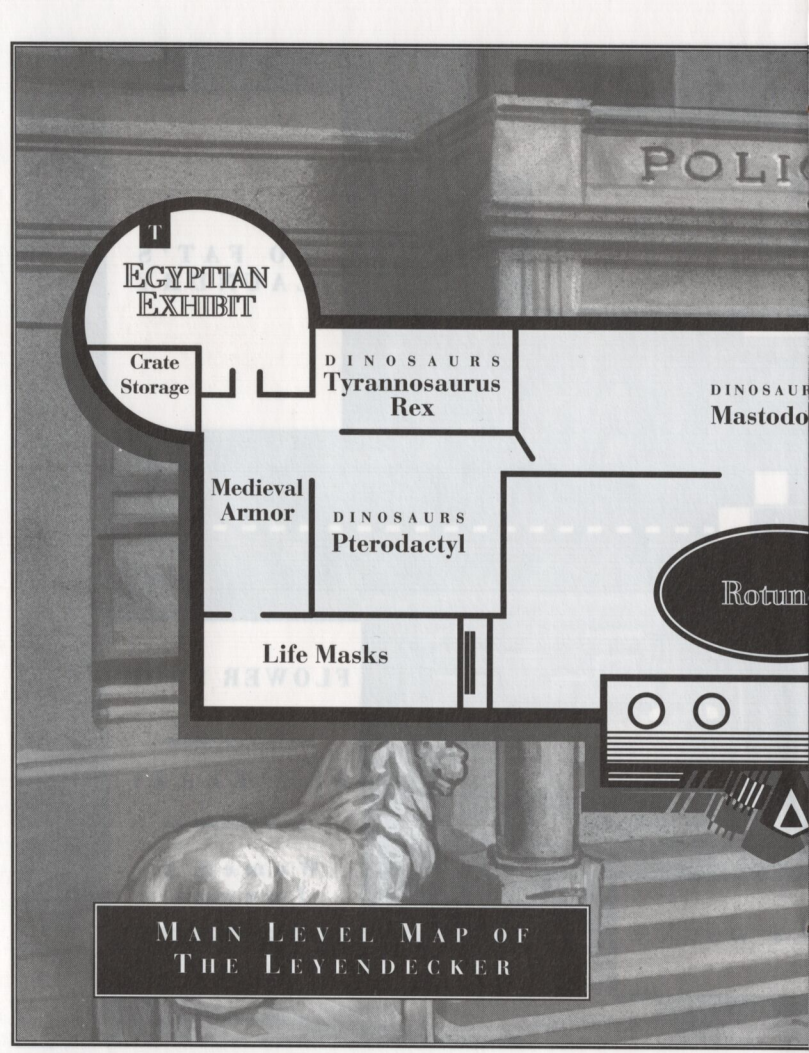
Object	Where Found	Where Used
Amon Ra Dagger	Alcohol vat	Cutting rope in crate storage room, Inquest
Watney's Police File	Carrington book	Inquest
Ankh Medallion	Pippin's body	Planted by mummy case to implicate Tut Smith
Red Hair	Yvette's body	Coroner's Inquest
Gold pocket watch	Steamer trunk	Identifying Real Carrington bones
Wire cutters	Ernie's room	O'Riley clue, also used on skeleton key and to cut wire from fallen ptero-dactyl to tie door closed during chase sequence
Crumpled carbon paper	Yvette office	Yvette "fencing" note to Ernie
Bifocal Eyeglasses	Yvette's body	From Countess, planted by O'Riley in Yvette's hand
Pippin's Notepad	Pippin's body	Clue to three meetings
Black Garter	Heimlich office	Throwing suspicion on Heimlich regarding Yvette murder
Grapes	Olympia office	Ties O'Riley to Countess murder
Warthog Hair	Ernie's body	Ties Ernie to alcohol vat murder scene



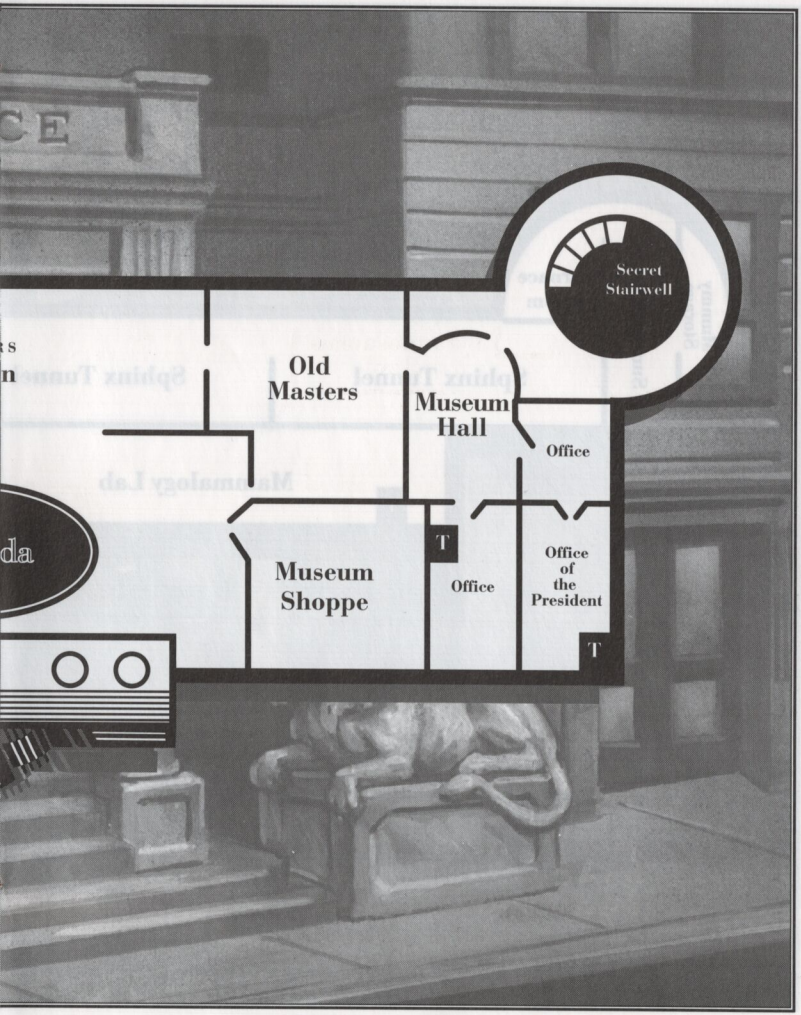

MAPS

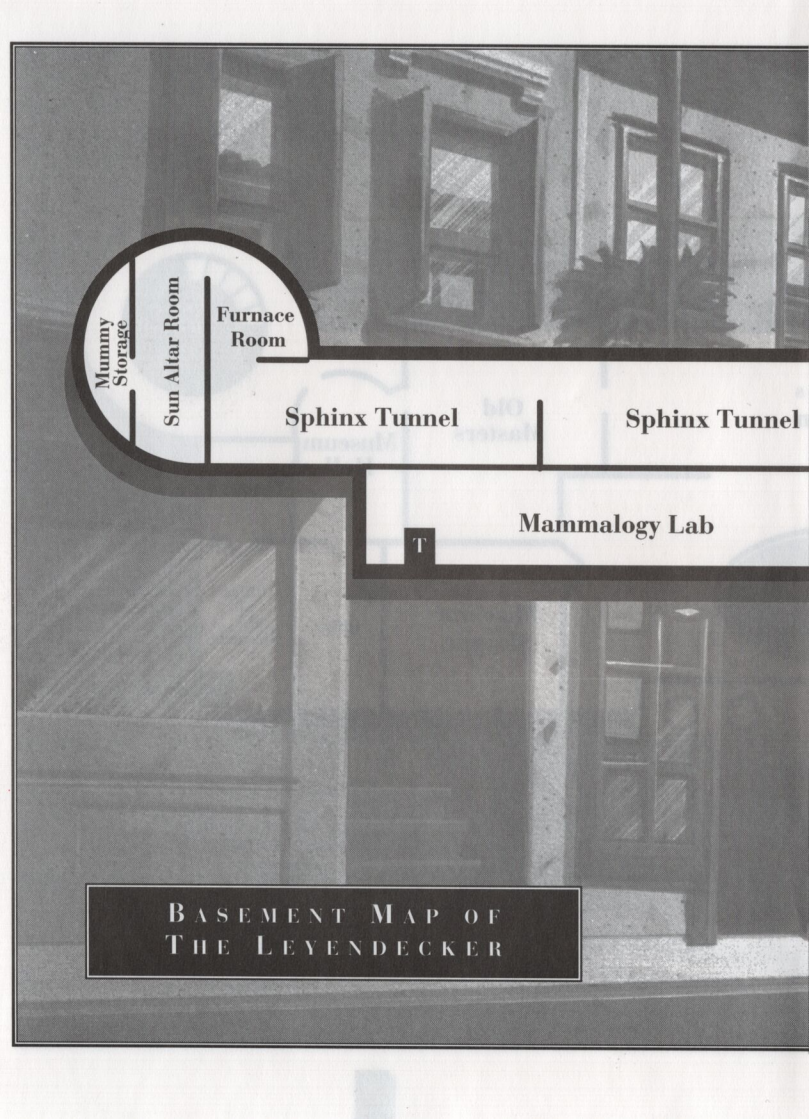

O'Riley's Office
Front Desk
POLICE STATION
TH
LEYEND
TA
NEWSPAPER Building
Newsroom
MAP OF GAME LOCATIONS
12TH STRE


E
E C K E R
LO FAT'S
LAUNDRY
X 1
FLOWER SHOP
SPEAKEASY
Women's
Lounge
ET DOCKS

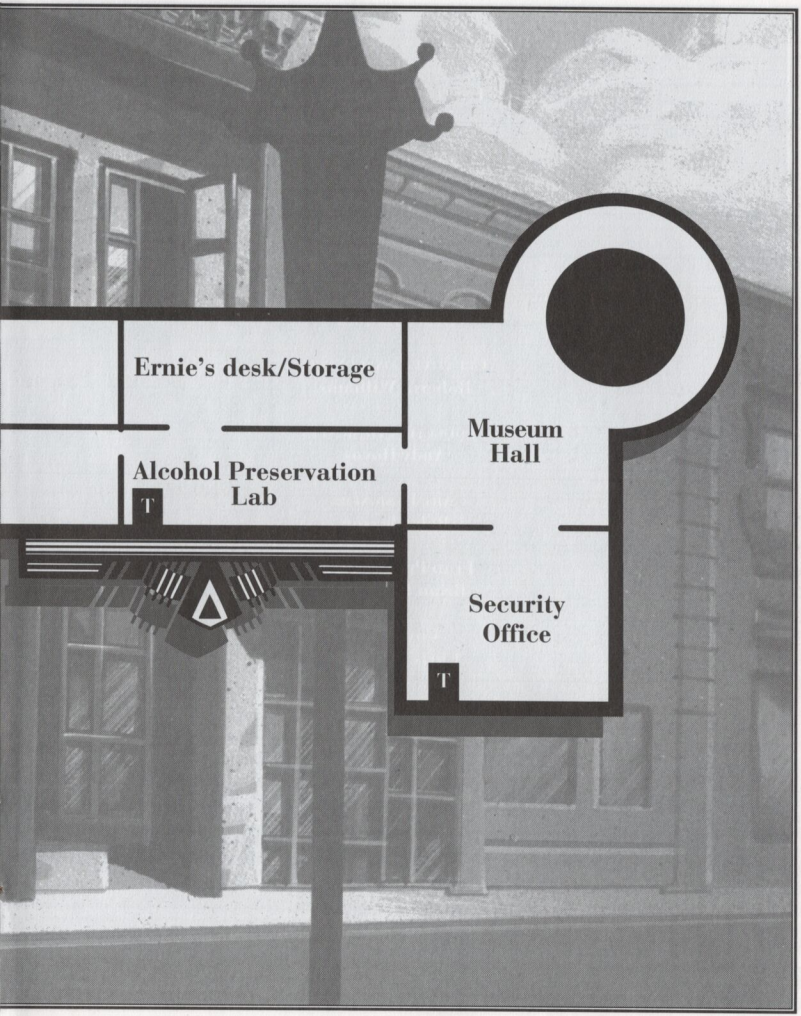


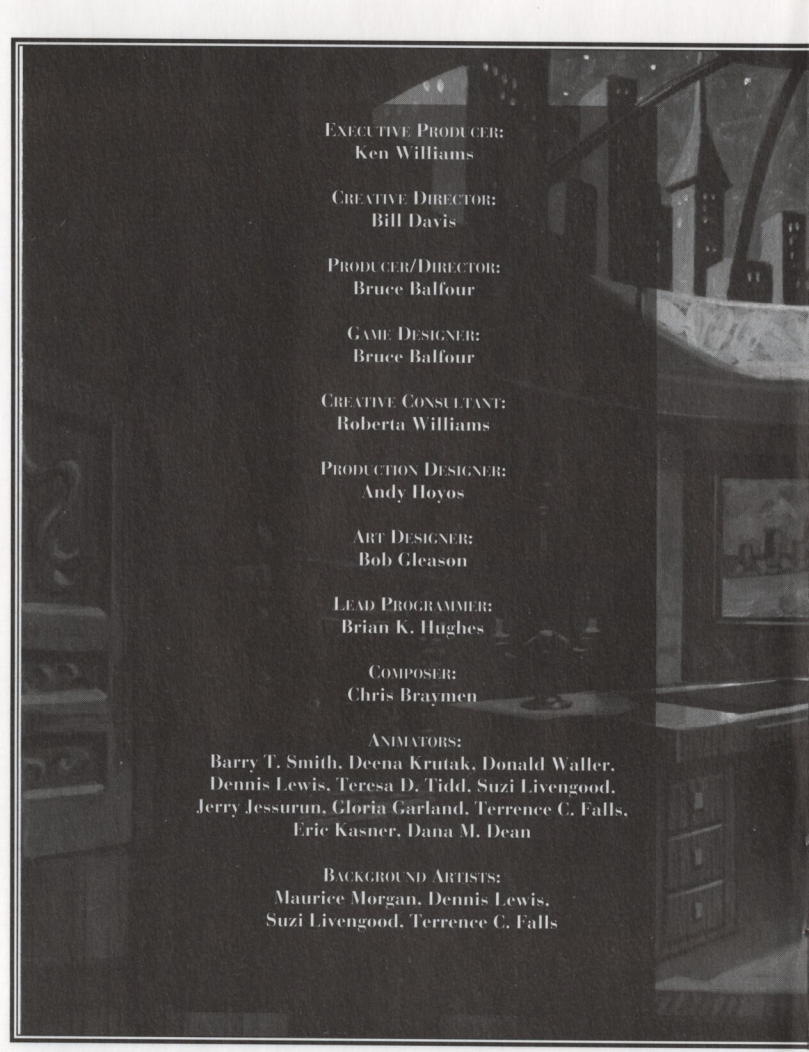
MAIN LEVEL MAP OF
THE LEYENDECKER


Secret
Stairwell
Old
Masters
Museum
Hall
Office
T
Office
Office
of
the
President
Museum
Shoppe
T



BASEMENT MAP OF THE LEYENDECKER


Ernie's desk/Storage
Museum Hall
Alcohol Preservation Lab
T
Security Office
T



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Bill Davis

Producer/Director:
Bruce Balfour

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Bruce Balfour

Creative Consultant:
Roberta Williams

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Andy Hoyos

Art Designer:
Bob Gleason

Lead Programmer:
Brian K. Hughes

Composer:
Chris Braymen

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